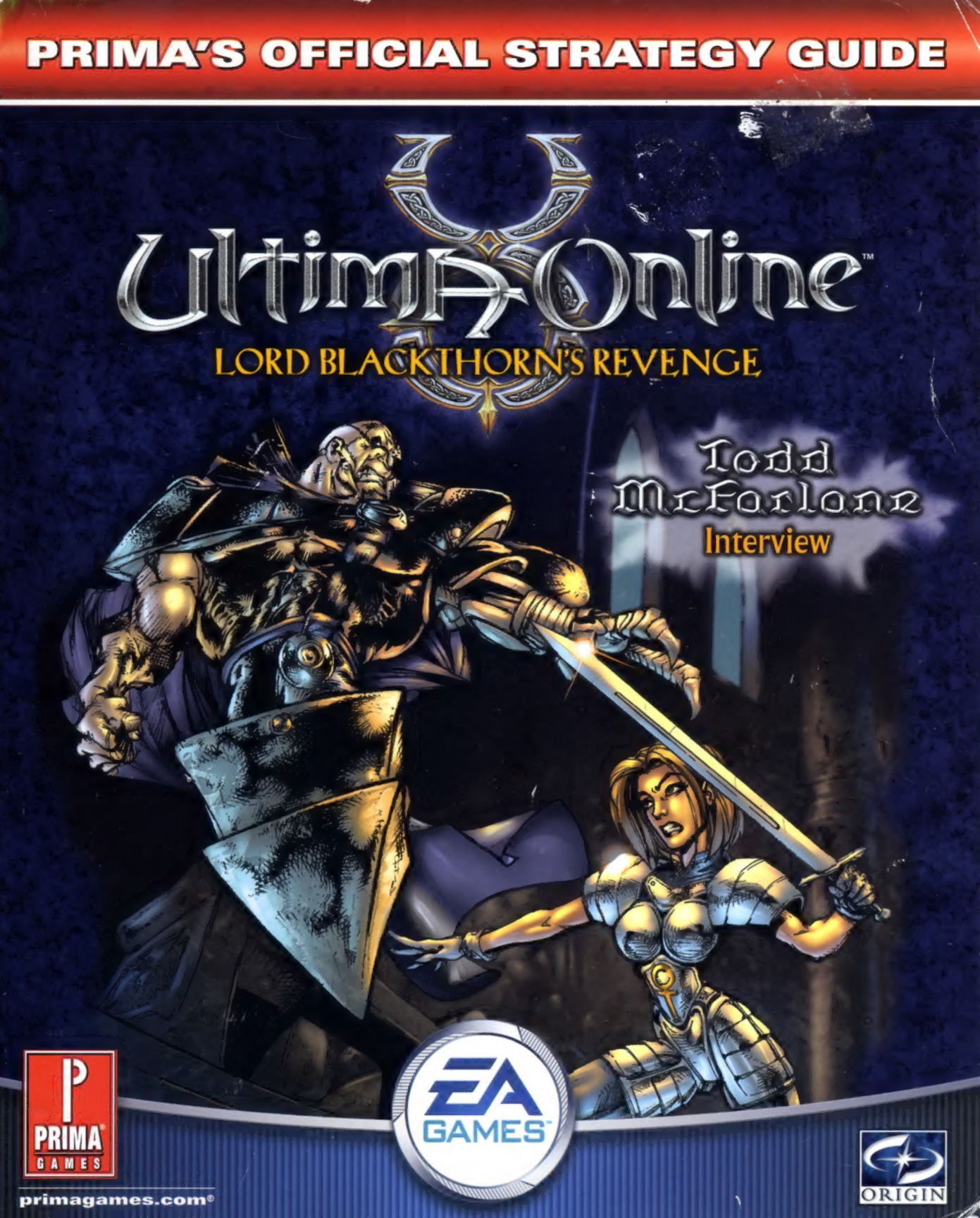
PRIMA'S OFFICIAL STRATEGY GUIDE

Ultima Online™

LORD BLACKTHORN'S REVENGE

Todd McFarlane Interview



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Ultima Online

LORD BLACKTHORN'S REVENGE

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TABLE OF CONTENTS

YOUNG PLAYER GUIDE

Glossary 8
Emotes *12*
Getting Started in Britannia 13
The Interface 14
Where to Go, What to Do? 14
In the Wilderness 16
Character Creation 17
Starting Templates *18*
Blacksmith 18
Mage 19
Warrior 19
Starting Equipment *20*
Playguide 21
Character Window 21
Name *22*
Clothing / Armour / Weapons *22*
Status Window *23*
Backpack *23*
Character Window Menu *24*
The Quick Menu 26
Actions 27
Identifying and Picking Up Items 27
Using Items 27
Dropping Items 27
Stacked Items 27
Zooming 28
Money *28*
Getting Money 28
Banking *28*
Safe Deposit Boxes 29
Interacting with Others 30
Talking to Others *30*
Secure Trading with PCs *30*
Talking with NPCs *31*
Combat 32
Trammel, Ilshenar and Felucca *32*
War Mode and Fighting *32*
Targeting *32*
Practicing *33*
Escorting 33
The Proper Escort *33*
Attacking a Noble or Seeker of Adventure *34*
Hirelings and Pets 34
Naming Pets 35
Giving Orders 35
Pet Reputation 36
Mounts 36
Pack Horses 36
Stabling 36
Questions About Pets 37
Feeding Pets 37
Selling Your Pet 37
Healing 37
Poison *38*
Stamina & Health (Hit Points) *38*
Dying 38
Being Dead *38*
Healers *39*
Shrines *39*
Resurrection *39*
Recovering Your Possessions (and Others?) *39*
Reputation, Karma & Fame 41
Karma *42*
Karma Locking 42
Shrines *43*
Fame *43*
Hero Titles in Ilshenar *43*
Players' Reputation: Rules of Engagement 44
Color Coding 44
Parties *44*
Fame and Karma Sharing 44
Looting 44
Forming a Party 44
Party System Menu 45
Spells 46
Party Member Status Bars 46
Helpful Hints 46
Being Young 47
Losing Young Status *47*
Young Player FAQ *47*

DEVELOPING SKILLS

Starting Items 50
How Abilities Modify Skill 50
Developing Your Attributes 52
Improving Skills 52
Skill Delays *54*
Power Hour *54*
Macros *54*
Skill Locks and Management 55
Skill Success 56
Normal Skills 56
Trade Skills 56
How Skill is Calculated 56
Skill Descriptions 60
Alchemy 61
Specialization: Glass-Blowing *62*
Anatomy 63
Animal Lore 64
Animal Taming 65
Pet Commands *66*
Pet Transfer *66*
Archery 67
Arms Lore 68
Begging 69
Blacksmithy 70
Repair Contracts *72*
Bulk Order Deeds *72*
Bowcraft/Fletching 73
Camping 74
Carpentry 75
Specialization: Masonry *77*
Cartography 78
Cooking 79
Detecting Hidden 81
Enticement 82
Evaluating Intellect 83
Fencing 84
Fishing 85
Forensic Evaluation 86
Healing 87
Herding 88
Hiding 89
Inscription 90
Item Identification 91
Lockpicking 92
Lumberjacking 93
Mace Fighting 94
Magery 95
Meditation 96
Mining 97
Specializations *98*
Musicianship 99
Peacemaking 99
Parrying 100
Poisoning 101
Provocation 102
Remove Trap 103
Resisting Spells 104
Snooping 105
Spirit Speak 106
Stealing 106
Thieves' Guild *107*
Stealth 108
Swordmanship 109
Tactics 110
Tailoring 111
Taste Identification 113
Tinkering 114
Tracking 117
Veterinary 117
Wrestling 118

SECRETS OF MAGIC

Magery Skill 120
Improving Magery *121*
Building a Better Mage 121
Attributes *121*
Core Skills *122*
Remaining Skills *122*
Circles of Magic 123
Getting and Casting Spells 124
Recall *Runes and Runebooks* *125*
Runic Lexicon 126
Spell Names 126
Reagents 127
Black Pearl *128*
Blood Moss *128*
Garlic *128*
Ginseng *128*
Mandrake Root *129*
Nightshade *129*
Spider's Silk *129*
Sulphurous Ash *129*
False Reagents *130*
Combat Spellcasting 130
Magic Tips 130
Spell Descriptions 131
1st Circle *132*
2nd Circle *133*
3rd Circle *134*
4th Circle *135*
5th Circle *136*
6th Circle *138*
7th Circle *139*
8th Circle *140*
Magic Items 141
Magic Armour *141*
Magic Weapons *142*
Slayer Weapons *142*
Magic Wands and Staves *142*
Magic Clothing *142*
Magic Rings *143*
Magic Scrolls *143*
Potions 143
Potion Tips *144*
Poison Strength 144

EQUIPMENT

Weapons 147
Axes 147
Bows 147
Knives 148
Maces and Hammers 148
Polearms 149
Spears and Forks 149
Swords 149
Staves 149
Slayer Weapons 150
Armour 150
Bone 150
Chainmail 151
Leather 151
Platemail 151
Ring Mail 152
Studded Leather 152
Other Helms 152
Shields 153
Clothing 154

LORE & BACKGROUND

History of *Ultima Online* 156
Gem Shards 156
Mondain 156
The Stranger 156
The Shattering of the Multiverse 157
Minax 157
Exodus 157
Names to Remember 158
Current Events 158
Adranath 158
Clainin 158
Dasha 158
Dawn 158
Dupre 158
Exodus 158
Iolo 159
Kabur 159
Krett 159
Lord Blackthorn 159
Minax 159
Shamina 159
History 160
Avatar 160
Crawworth 160
Duryn 160
Finth Desryn 160
Followers of Armageddon 160
G'Splat & G'Thunk 161
Hartham 161
Joye 161
Kaltar / Keeonean / G'Ruagak / Jou'Nor 161
The King / Lord British 161
Lich Kyrnia 161
Lich Lathiari 162
Lord Jou'Nar 162
Malabelle 162
Mondain / The Wizard 162
Nystul 162
Sage Humbolt 163
Shadowlords 163
Sherry the Mouse 163
The Time Lord 163
Scenarios 164
Prophecies of a Savage Empire 164
The Gargoyles' Redemption 166
Lord Blackthorn's Revenge 170
Virtue System 172
Fame / Karma 172
Creature Types 172
Resistant Creatures 172
Gaining Levels 173
Benefits 173
Humility 173
Young Characters 174
Eligible Skills 174
Acqiring a Squire 174
Benefits 174
Limitations 174
Faction FAQ 175
Shards 178
Trammel & Felucca 179
Haven 180
"Nonhuman" Roleplaying 180
Websites 181
Third-Party Programs 182

ADVICE

Character Advancement 184
Buying *185*
Combat System 186
Physical and Magical Combat *186*
How Combat Works *187*
1 – Check for Weapon Type / Speed 187
2 – Check for Hit / Miss 187
3 – Determine Base Damage (Hit) 188
4 – Modify Damage 188
5 – Check for Magical Defenses 188
6 – Check for Shield and Parrying Skill 188
7 – Determine Hit Location 189
8 – Check for Armour 189
9 – Apply Damage 189
Two-Handed Special Hits 190
Combat Advice *190*
Adventuring 191
Ships *192*
Communication Crystals *193*
Miscellaneous *193*
Other Players 195
Stealing *196*
Pkilling *196*
Scams to Watch Out For *197*
Macros 199
Macro-Making *200*
Macro Actions *200*
Roleplaying 202
It's Not Your Dad's Dungeon Crawl 202
Roleplaying Requires a Role 202
Roleplaying Is What You Make of It 203
Thieves' Guilds 204
Society of Thieves *204*
Why Join? *204*
Why Not to Join *204*
How to Join / Leave Society of Thieves 205
Player Thief Guilds *205*
Joining / Leaving a Player Guild 205
Looting vs. Stealing *205*
PVP: The Fine Points (at Your Throat) 206
Reputation 209
Living it Up in Limbo 211
Newly Dead? 211
Ghostly Pranks 212
Death & Resurrection 212

BUYING & SELLING

Shops 214
Buying *214*
Selling *214*
Shop Inventory *215*
Risky Business 215
Specialties 215
Cost Adjustments *215*
How Much Does It Cost? *216*
Automatic Drafting *216*
Buy & Sell Lists 217
Vendors 221

CREATURES

Summoned Creatures *224*
Monsters 225
Animals 233
NPC Combatants 236
NPC Trainers 238

INTERVIEW

A Few Words with Todd McFarlane 244

MAPS

Lands of *Ultima Online* 252
City Map Keys *252*
Dungeon Map Keys *252*
Britannia 253
Britain *254*
Buccaneer's Den *256*
Cove *257*
Jhelom *258*
Magincia *259*
Minoc *260*
Nujel'm *261*
Moonglow *262*
Haven in Trammel *264*
Ocllo in Felucca *265*
Serpent's Hold *266*
Skara Brae *267*
Trinsic *268*
Yew *269*
Vesper *270*
Wind *272*
Covetous *273*
Deceit *274*
Despise *275*
Destard *276*
Hythloth *277*
Orc Mines *278*
Shame *279*
Wrong *280*
The Lost Lands 281
Delucia *282*
Paua *282*
Cave Dungeon *283*
Ice Dungeon *283*
Sewers Dungeon *283*
Lava Dungeon *284*
Terathan Keep Dungeon *284*
Ilshenar 285
Blood Dungeon *286*
Infested Mines *286*
Dungeon Khaldun *286*
Ki-rin Reserve *287*
Suberranian Complex *287*
Mountain Keep *287*
Temple of Knowledge *288*
Underground Hideout *288*

Young Player Guide

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GLOSSARY

If you're truly new to the massive online game world, you're in for a treat ... and a shock. Since the original release of Ultima Online *— in fact, since the beta test — an entire culture has been growing and evolving. Part of this culture is the slang gamers use to convey as much information in as few keystrokes as possible. Words, phrases and concepts have been shortened or changed beyond recognition. On top of that, there are many words that refer to things unique to* Ultima Online.

While it can be a daunting task to start playing a game where everyone around you is speaking their own language, there are two things you can do to make your first few days less confusing. First thing: read this glossary all the way through. Don't try to memorize it; you'll absorb more than you think just by reading it. Second thing: don't ever be afraid to ask what something means ... by and large people are thrilled to be able to help.

? — A request for more information: What did you say? Why did you say it? Where? When? How?

ack — Expresses a mildly negative surprise.

afk — Away From Keyboard.

aggro — Be aggressive.

alchy — Alchemist.

aye — Yes. Used primarily by role players.

bait — Monster Bait. Someone who goes out to lure a monster back to the group is "monster bait."

blessed item — Items that are no loot/no steal. Things like bank checks or dry-dock boats are blessed.

blue — *See* Colors.

brb — Be Right Back.

brit — Short for Britain (the *UO* city).

brt — Be Right There.

btw — By The Way.

buff/buffing — Magical enhancement.

camp — Wait. If you think that someone or something might happen in an area, players may just stand around, waiting for the event. This is called "camping" the event.

candyland — Derogatory term for Felucca, where player killing is not allowed.

caster — One who casts magic.

cl'd — Connection Lost. As in "I was cl'd." This happens when a player's connection to the game is lost.

colors —

Blue: This player or NPC is a good citizen of Britannia.

Red: This player or NPC has committed murder.

Orange: This player is an enemy guild or faction member.

Gray: This player has been flagged as a criminal for a recent action.

Green: This player is an ally guild mate or faction member.

Purple: This character is an OSI volunteer.

Yellow: This character is invulnerable. (Usually OSI staff or NPC shopkeeper.)

cu/cya — See you (see ya). This is a quick abbreviation to say goodbye.

debuff — Reduce Attributes.

dp — Deadly Poisoned.

facets — Worlds (on the same shard/server). Ilshenar, Trammel and Felucca. (Trammel does not allow player-killing, Felucca does.)

fel — Short for Felucca (the *UO* facet where player-killing is allowed).

fizzle — Spell failure. When a spell does not have the desired effect, it is said to "fizzle."

fyi — For Your Information. This lets people know that the information is not immediately important, but that it may be useful at some later time.

glow — Short for Moonglow (the *UO* city).

gm — Grandmaster. Achieved the Grandmaster skill level by getting the skill level up to 100%.

gray — *See* Colors.

green — *See* Colors.

griefer — Someone who tries to cause trouble (grief, frustration or anger) for other players. Usually not done through direct player killing, but through disruption or unpleasant conversation.

gtg — Good To Go. An acronym to let your group know that you are ready to do whatever needs to be done: to fight, to leave, etc.

gump — graphical game window. Originally stood for "Graphical User-Manipulated Picture." Any image that "opens up" when you click on it. Gumps usually allow the player to manipulate something. Backpacks are a good example.

hail — Hello. Used primarily by role players.

hally — Halberd, a bladed weapon with a long shaft.

ic — I see.

idoc — In Danger Of Collapsing. It's a *UO* housing status term.

imho — In My Humble Opinion. This lets the audience know that the speaker is stating a personal belief, but does not want to offend anyone who might believe differently.

imo — In My Opinion. This lets the audience know that the speaker is stating a personal belief.

inc — Incoming. This warns the group that an aggressive monster is heading toward them.

joo/jOo/JoO — You. This is "cool dude" slang, and not to be taken as a religious slur.

j/k — Just Kidding. This is an abbreviation that lets the audience know that the previous statement was meant to be humorous, and was not meant to be taken seriously.

k3wl — Cool. This is "cool dude" slang.

k — Short for OK. Means you agree with the last suggestion.

kat — Katana. An oriental sword.

kk — Short for OK.

kill stealing — Unwelcome "help." Jumping in to get the killing blow on a monster that someone else did most of the work on.

kos — Kill On Sight. A kill on sight reaction means that there is no way to avoid combat with that person/monster/race/class.

ks — Kill Stealing. *See* Kill Stealing, above.

lag — Slow connection. The symptom of lag is that a character's reaction is erratic, and often occurs after the situation is no longer applicable (for example, swinging at a monster that has already moved somewhere else).

lag spike — A brief instance of lag that only lasts a few seconds.

laggy — Used to describe someone with a bad connection, or a particularly slow or overloaded server.

lamr — Lamer, someone who acts in a lame (stupid) manner.

lol — Laughing Out Loud. Indicates that the speaker thinks the last thing said is funny enough to cause laughter.

loot — Creature inventory. Anything received from a fallen foe is loot.

los — Line of Sight. Some spells can only be cast on targets that the caster can actually see. These are called Line of Sight spells.

med — Meditate. When a caster is out of power, meditating will cause the power to return more quickly. However, during meditation the caster is very vulnerable to any attack.

mob — Monster. Originally based on a code term, probably "Mobile Object."

mog/mmog/mmorpg — Massive Online Game/Massive Multiplayer Online Game/Massive Multiplayer Online Role Playing Game. *Ultima Online*, EverQuest, Asheron's Call, and many, many more are MOGs.

nerf — Programmed to be less effective. In order to keep the game balanced between classes, it is sometimes necessary for the developers to decrease the effectiveness of an item or spell. Because Nerf™ is the name of a line of foam toys that *do not hurt* when they hit you, an item that does less damage is said to have been nerfed.

newbie — Newly created character. Newbie usually refers to a character of level 5 or below, but can also refer to a player who has not been in *UO* for very long.

newbie zone — Area with lots of low-level monsters. The areas near where new characters start are crawling with easily killed critters.

no steal — Cannot be stolen from your backpack by another character.

nm — Never Mind. Usually means that the last remark is no longer applicable.

np — No Problem. Either a response to thanks (similar to "you're welcome"), or to let someone know that a requested action will be performed.

npc — Non-Player-Character. A character that is a part of *UO* and controlled by a computer and not a live person.

nuke — Powerful destructive spell. Spells that do a lot of damage, specifically a lot of physical damage, are called nukes.

oic — Oh I see. Usually used to show you understood an explanation.

omg — Oh my god. An mild expletive used when something serious has

happened or has been said.

omw — On My Way. Signals that the sender will be joining the person or group as soon as possible.

orange — *See* Colors.

paperdoll — The image of your character that lets you "dress it" in armour, jewelry and weapons.

para — Paralyze, as in the spell.

pc — Player-Character. A character that is being controlled by a live player and not by the computer.

peeps — People.

pet — Monster Servant. Some magic users can summon an elemental or demon that will fight enemy creatures for them. These summoned creatures are called "pets" … but does not imply any emotional bonding. Also, characters can train their own pets using Animal Training or Animal Lore … emotional bonding optional.

pk — Player-killer. A player character who kills other player characters.

pots — Potions.

power-gaming — Playing just to get 100% in a skill, or just to achieve Grandmaster in multiple skills.

purple — *See* Colors.

prolly — Probably.

provocation — A Bard skill. Allows the character to provoke a creature into attacking another creature — or in Felucca, another character.

pvp — Player versus Player. This refers to a player character killing another player character. In Felucca, characters can attack anyone, but in Trammel you can't … unless the other character is a murderer, in another faction, or engaged in a guild war against your guild.

rdy/r — Ready.

kill points — If you belong to a faction, killing foes from other factions will earn you Kill Points.

red — *See* Colors.

regs — Reagents. You use reagents to cast spells.

res — Resurrect. Returning to life after being killed.

rez — Resurrect. *See* res.

rez sickness — In faction-based fighting, when a player-character dies, resurrection will bring him or her back with a temporary reduction in stats.

rl — Real Life. To differentiate something that exists outside the game.

rofl — Rolling On Floor Laughing. Means that something just said or done is very funny.

roflmao — Rolling On Floor Laughing My Ass Off. Means that something just said or done is hilarious.

root — Immobilization spell. A spell that keeps the enemy from walking or running. Note that some root spells do not stop the target from attacking, just from moving from their location.

rox — Defeat. This is "cool dude" speak. I rOxsOrJOo means I rock over you, or I beat you.

sigil — Item of town control. Used in faction-based play, when a faction takes the town's sigil, they can gain control of the town.

spam — Message to everyone. An Internet term: to send a message to as many people as possible. It can sometimes mean rapidly sending multiple messages to one person.

spawn — Creature Creation. When a creature pops into existence, it is said to have spawned.

sup — What's up? A basic greeting.

t2a — The second age. An expansion release of *Ultima Online*.

tank/tanking — Overwhelming Defense and Strength. A Tank is a character whose main attribute is his ability to take and deal direct physical damage. To tank is to use melee attacks on an opponent, usually in order to keep it away from the weaker magic users.

thx — Short for "Thanks."

train — Creatures following a target. The image of a player-character running away from, and being followed by, several hostile creatures is similar to a train engine being followed by several train cars.

tram — Short for Trammel, the non-player-vs-player facet.

trinny — Short for Trinsic (the *UO* city).

twinking — Giving high-level equipment to low-level characters. In some games, this may be seen as giving a new character an unfair advantage.

ty — Short for "Thank You."

u — Short for "you," as in "how r u?"

vet — Short for "veteran," meaning a long-time *UO* player.

wassup — What's up? A basic greeting.

woot! — An exclamation of happiness. Hooray!

wtb — Want To Buy. Signals that someone needs a specific item, usually one that can only be purchased from another player-character.

wts — Want To Sell. Signals that someone has something he wants to sell to another player-character.

wtt — Want To Trade. A little less common than WTB or WTS, it signals that someone wants to trade (usually rare) items.

yellow — *See* Colors.

Emotes

Because typing does not convey the basic emotions that are important to conversations, people who use the Internet to talk will frequently add emotes to their text. These are seen as sideways faces, with the "eyes" usually on the left and the "mouth" usually to the right. There are many, many emotes being used, but five are most common.

:) Happy.

:(Unhappy.

:o Surprised.

;) Wink.

:P Teasing. (The face is sticking out its tongue.)

The above emotes are the basics, and knowing them will allow any player to much more fully understand what their fellow players are truly saying. There are many variations. Just try to see the face depicted, and figure out what facial expression is trying to be conveyed.

:-) Happy face (with a nose).

:\ Uncertain. Embarrassed.

>:(Very unhappy, or angry. (The ">" indicates eyebrows.)

8-(Surprised and unhappy. (The eyes are wide open, the face is frowning.)

:-{ Sad

GETTING STARTED IN BRITANNIA

Ultima Online provides one of the most detailed and immersive roleplaying experiences to be found anywhere, but before you can enjoy the game, you have to get through your first few hours of play. This chapter is dedicated to the confused newbie, to help him find his way through those first few bewildering hours.

The first thing you should know is that *UO* is fully documented on the web. Go to http://guide.uo.com/start.html for a detailed explanation of everything you need to know to start playing in *UO*. Our purpose here is not to repeat information already available from the online docs, the in-game tutorial, or the quick-start guide that comes with the game. Instead, we'll walk you through the first few hours of roleplaying and highlight some of the trouble spots you might find.

The first important thing you're asked to do, once you're in the game, is select a server to play on. The various servers each have their own "culture" and "feel," determined by the players that inhabit it, but at this early stage you don't need to worry about that. We suggest picking the server with the best connection time, being cautious to avoid servers like Siege Perilous, which have advanced rules that would make it harder to learn the game, and overseas servers like Yamato, which might present a language barrier problem with other players.

Likewise, don't get carried away trying to figure out the subtleties of character creation. For now, just click on one of the three templates provided. For your first time in the game, the Warrior template is the best choice. While magic (the Magician template) and crafting (the Blacksmith template) are two of the game's most important and enjoyable systems, they are a bit on the advanced side. The Warrior choice allows you to concentrate on the real basics of the game — moving, fighting, trading and dealing with others. You can always go back a little later and create a new character, once you know more about where your tastes lie. Most players do.

Also (and this is one of the really unique things about *Ultima Online*), with a bit of patience you can take your starting Warrior character and turn him into a mage, a craftsman or anything else you can imagine. Since *UO* has no concept of "character class," you can develop your character's skills as you see fit. (Admittedly, you can save significant chunks of time and resources if you have a clear concept of your character in mind when you start to create him. Also, it should be noted that changing your character's concept becomes significantly more difficult as you progress towards the upper levels of play.)

Do play around a bit with your appearance. Nothing gives away a newbie like showing up with a plain vanilla portrait.

In *UO*, names are not exclusive, so you can give yourself pretty much any name you want (within the bounds of decency, of

course). However, try to think of something that sounds reasonably like a real name suitable to the milieu. Naming yourself SmeGhed will not win you any friends. (There are a few names from the *Ultima* games — e.g., "Lord Blackthorn" — which are restricted to NPC use only.)

When you begin play, definitely do go through the tutorial and the introductory missions. Sometimes an unexpected disconnect at just the right moment can drop you out of the introductory missions before you really get started — if this happens to you, go ahead and start up a new character and go through the whole introductory mission series.

THE INTERFACE

Once again, it's not our purpose here to define every possible command in the game. That information is easily accessible from the quick reference card or the online docs. Our purpose is just to highlight some of the major points that might escape your attention your first time in the game.

First of all, you'll probably notice that when you play in full-screen mode, the play area is significantly smaller than the whole screen. That black "border," however, is by no means useless space. Use it to store your various information windows, without risking their getting in the way of the action. The edge of the screen is a great place to keep your paper doll (character portrait), from which lots of other information can be accessed. You can also keep your pack (inventory) and your spell book open. All you have to do to reposition an information window is click-and-drag it to wherever you want it. If you click and drag on your character in the play area, you'll get a very handy status window, which displays your current levels of Health (hit points), Stamina (energy to move and perform tasks) and Mana (magic energy). You'll also find your area map (aka, "radar map") invaluable.

To play *UO*, you will have to get used to using your mouse for movement and object manipulation. This can bother some people, particularly when they're more used to playing other games. While it is possible to move using the arrow keys or the numeric keypad, and a number of basic functions can be mapped to the keyboard, the mouse is, in the end, simply the most efficient way to get around in the game. Once you get used to using the mouse, you'll find the interface works remarkably efficiently (although it is a bit tricky to try to pick up or use objects while you're moving).

Once you get the basic rule of mouse use in mind, the *UO* interface is remarkably powerful and simple. Right-click to move, left click to interact with other objects (pick up, attack, toggle interface buttons, etc.).

WHERE TO GO/ WHAT TO DO?

The first thing you want to do in play is to get to know the town you start out in, be it Haven or somewhere else. Open up your radar map to get a broader perspective on the surroundings, and start to explore. Every building in town has a signpost near the door that tells its function. Click on the sign to see what you're looking at.

Look for the local bank, blacksmith's forge and general store. As you progress in the game and your interests become defined, you'll start to take an interest in other locations (the tailor's, the bowyer's), but for now concentrate on these three locations.

The bank is probably the most popular place for PCs to gather in town. It's also the location of your bank box. Your box is a secure place for you to store money and extra items, and it can be accessed from any bank in the game. To open your bank box, just walk up to any banker NPC and say the word "Bank." You can even stand just outside the bank's walls and open your bank box ("drive-up banking," Britannian style).

Incidentally, when you open your bank box, you'll find a "prize ticket" waiting there for you. To collect the prize, all you have to do is find another new player with a prize ticket. Join your ticket with his (though the trade window, see **Skills**, p. 57) and you'll receive your prize. This is just a little extra the designers threw in to encourage new players to meet and talk to one another.

The forge is where you'll be able to find the town smith and armourer. You should spend some of your starting money to buy some armour and possibly a new weapon. Buy the best armour and weapon you can afford. The only exception is if you want to play a mage, in which case you probably want to buy armour no heavier than studded leather ... heavier armour will drastically slow down your mana recharge rate. The forge is also an excellent place to meet other PCs, and you may want to return there if you decide to experiment with mining and forging.

The general store is simply the best place to sell small items and commodities of the sort you'll probably be finding at this stage of your career. Drop in and see what's available.

Also, look for the weapon practice dummies and the archery butts (practice targets). These can be used to train your skill with any new weapon up to a maximum of 25. Yes, practice dummies can be used to train in Wrestling skill. You don't have to be in War Mode to train, and it's probably a good idea not to be, particularly at the archery butts ... you don't want some noncombatant wandering into your field of fire and getting you flagged as a criminal. One last thing ... when you run out of arrows practicing archery, you can just go up to the butt and click on it to retrieve them (a small number may be lost to attrition).

If you want some help finding the above locations, check out the town maps at the back of this book. The map of Haven is on p. 264.

As you wander around town, you may find useful abandoned items lying around (bags, cloaks, maybe even a weapon). In general, it's OK to grab anything that's left out for the taking. You can make a pretty good starting income picking up what others leave behind. The key word here is, of course, "abandoned." If somebody's arranging his inventory on the sidewalk, he may be showing questionable judgment, but that doesn't mean it's OK to steal his stuff out from under his nose.

It's also OK to kill birds and small animals in town ("bunny bashing") for a little extra experience. Just make sure you're not attacking somebody's pet. (Don't attack any animal that has a name, and never attack *anything* that highlights blue when you pass your cursor over it.)

It's definitely a good idea to talk with those you meet, but be careful … there are, sadly, players out there who think that pulling pranks and scams on newbies is all good clean fun.

IN THE WILDERNESS

Now you're finally ready to venture out of town into the wilderness. Do as much exploring as you can while your "new citizen" (or "young") protected status lasts …once it's gone, the world's going to become a much more threatening place.

Start out hunting mongbats and headless. When your skill advancement starts to slow, move on to skeletons and zombies. Don't mess with orcs until you've exhausted the advancement potential of the lesser undead, and under no circumstances should you mess with an ogre or a troll. If mundane creatures are more to your taste, start out with birds and bunnies, and move on to deer and wild pigs (avoiding panthers and bears, for now). If you click on a creature and you don't attack, make sure you're in war mode.

To find plenty of lesser undead to whale on, take on hunts for buried treasure, which are plentiful around Haven. You should get your first treasure map from one of your newbie quests, and each buried chest you find will have a new map in it to a different treasure.

Because of your "new citizen" status, a monster will not attack you until you attack it first. Under no circumstances should you ever attack more than one monster at a time … two monsters attacking together are much more than twice as hard to defeat as a single monster.

An excellent way to improve your skills is to help a more advanced character, who's attacking a more powerful monster than you could take on solo. This requires some courtesy. You should never join another player's combat unless given permission (a heavily-wounded character running through the woods with a lightly-wounded monster in hot pursuit definitely constitutes permission), and the person taking the brunt of the combat should be given every opportunity to make the killing blow (for the reputation benefit), and should always receive first pick from the treasure. It's acceptable to ask politely for a cut of the treasure, but don't get snitty if they refuse.

Double click a monster's corpse to take its treasure. And, by the way, those packs the monsters carry their treasure in can often be sold at the general store.

When you kill an animal, don't forget to dress it. In other words, take its hide and meat. To do that, double click your knife, then when the target cursor appears, click on the corpse. The meat and hide appear on the monster's corpse … you have to double click the corpse to get them. Hides can be sold to tanners, but they're heavy. Use your scissors on the hides when you take them … cut hides are much lighter than fresh.

Often, an NPC will ask you to escort them to some other location. This is an excellent way for newer characters to earn money without (necessarily) going into combat. But don't accept escort missions to very

remote locations ... at least, not until you're familiar with the Moongate system.

Don't forget to eat occasionally. Eating's not essential for survival in *UO*, but it does make your health and stamina recovery more efficient. You can cook meat from killed animals by double clicking it and then clicking on a source of fire — for example, a campfire, an oven or even a forge (you will lose some of the meat until your cooking skill advances sufficiently).

And, just as in town, be on the alert for things others leave behind. Magical reagents spawn naturally on the ground, and are always handy to have around. And you'd be amazed at some of the things a player trying to power-level a skill or reputation might leave behind.

CHARACTER CREATION

One of the major pluses of playing a character in *Ultima Online* is the freedom you have in determining what you want to accomplish during your character's life. Want to be a detective who poisons blades on the side? A veterinarian who charts the open seas? The best warrior-chef this side of Ilshenar? While some skills obviously belong together (Stealing, Snooping, Stealth and Hiding, for instance), you have the freedom to develop whichever skills you want, whenever you want. Unlike many other role-playing games, you aren't hindered by selecting certain skills when you create your character. Sure, you can take one of the three starting template characters to begin with, but after you go through those tutorials (that's really what they're for), you'll want to play around with creating your own advanced template character. At that point, you can pick certain skills and allocate attribute and skill points.

This chapter strives to give you a good, basic understanding of templates and the individual skills you can select. When you're ready for the really in-depth stuff, open up your trusty web browser and take a look at some of the sites listed in **Websites**, p. 181. There are literally thousands of players out there with more hints, tricks and skill details than we could print in twenty books!

Before you start, here are a few basic terms:

Strength/ Intelligence and Dexterity

These primary attributes describe your character's physical strength (Strength), mental ability (Intelligence) and coordination (Dexterity). You start with a certain number of points in each, but these attributes improve as you use skills that rely on them. Some potions, spells and enchanted items can affect attributes as well.

Health/ Mana and Stamina

These secondary attributes are figured based on your primary attributes. The maximum amount of Mana you can have is equal to your character's Intelligence, and the maximum amount of Stamina is equal to your character's Dexterity. Health is:

1/2 Strength + 50

Then, any bonuses you have through potions, weapons, etc., are added.

- **Health** drops when you get hit by a weapon, creature, poison or spell, and it's restored through the Healing skill and Heal, Cure or Strength potions.
- **Mana** gets used when you cast spells or inscribe scrolls, and it's restored through Meditation.
- **Stamina** drops when you overexert yourself, and it can be restored through Refresh and Agility potions.

All attributes will also return to normal levels if you sit still for long enough.

Starting Templates

Let's get started. As we just said, you can select one of three pre-configured starting characters, or create your own advanced character. Generally, as a new player, you're better off starting as a Magician (spellcaster), Warrior (fighter) or Blacksmith (crafter). These three have built-in starting quests to develop your in-game skills and teach you the fine points of your trade. An added bonus to selecting a preset template is that you get 60 extra skill points for a total of 160; advanced custom characters don't get this luxury.

Depending on whether you select a template or create an advanced character, you get a different number of skills and skill points. It's important to note, however, that you are not really limited by your choice of templates. Although each combination takes a different amount of time to develop, in the long run, you can essentially create any type of character you want by developing specific skills and letting others fall by the wayside.

Blacksmith

The Blacksmith career track is a trade-skill template. You start out with a few tools and learn how to mine ore, forge ingots, and create weapons, tools and equipment. In Haven, the starting quests will show you how to perform tasks basic to your trade. Following that, you can travel to Minoc or another city near ore sources and make money by creating items for people and NPCs. You can either mine ore yourself, or purchase it from other players.

The basic order of tasks goes something like this — obtain ore, smelt the ore into ingots using a forge, then forge ingots into items using an anvil. You can also melt down old metallic items in a forge to obtain fresh ingots.

Starting Attributes

Strength	60
Intelligence	10
Dexterity	10
HP	80
Mana	10
Stamina	10
Armour	3
Weight	73

Starting Skills	Base	+ Stats
Arms Lore	30.0	30.0
Blacksmithy	50.0	53.0
Mining	30.0	38.4
Tinkering	50.0	51.7

Mage

Magicians supply magic to the land and are especially valuable to adventurers. As a mage, you can perform magical favors for strangers and groups who value spells such as Heal, Magic Missile and Unlock. Mages are appreciated for their skill at making and sharing scrolls, especially Resurrect and offensive strike spells, such as Fireball. Mages who learn the skill of Alchemy can also create potions to give or sell to others.

Moonglow is a haven for higher-level mages, but difficult to get to without help. Britain, or any commercial center for that matter, is a good place to visit after leaving the safety of Haven. Just make sure you don't journey alone, since young Mages are susceptible to physical harm.

Starting Attributes

Strength	25
Intelligence	45
Dexterity	10
HP	62
Mana	45
Stamina	10
Armour	3
Weight	73

Starting Skills	Base	+ Stats
Evaluate Intelligence	30.0	30.0
Magery	50.0	53.3
Meditation	50.0	50.0
Wrestling	30.0	31.6

Warrior

Warriors are born to adventure, kill, loot, and sell their finds. Physical brawn, a knowledge of Anatomy, and effective use of Tactics and Healing can help young fighters earn a living and make their way through the lands and dungeons of Britannia.

To start with, you should concentrate on finding small things to hunt, such and deer and rabbits. Their hides and meat can bring a good price in a nearby market. Later, you can offer your swordmanship services as a travel companion or guard. Highly skilled Warriors have also reported lucrative outings to many of the land's dungeons.

Outside of Haven, you may want to venture to Vesper and hunt. Really, though, the world is yours as a Warrior — but again, groups are the safest way to travel.

Starting Attributes

Strength	35
Intelligence	10
Dexterity	35
HP	67
Mana	10
Stamina	35
Armour	5
Weight	50

Starting Skills	Base	+ Stats
Anatomy	30.0	30.0
Healing	45.0	47.7
Swordsmanship	35.0	37.2
Tactics	50.0	50.0

Starting Equipment

When you finish creating your character and begin playing, you always get the clothes on your back, a dagger, a candle, a journal, 1000 gold coins and a backpack.

You also get additional starting equipment determined by your starting skills. If you use the skills from the pre-set Blacksmith, Mage and Warrior templates you get the equipment below. Starting equipment for other starting skills can be found on the table on p. 50.

Blacksmith. Random weapon, smith's hammer, leather gloves, 50 iron ingots, brown apron, pickaxe, tinker parts, tinker's tools

Mage. Spellbook with *Heal, Magic Arrow, Night Sight, Cure, Harm, Strength, Fireball, Poison, Teleport, Fire Field, Greater Heal, Lightning,* 30 of each reagent, 3 random low-circle scrolls, leather gloves

Warrior. 50 bandages, pair of scissors, katana, sometimes leather tunic

PLAYGUIDE

Ultima Online is completely documented on the web at http://guide.uo.com. However, since it's not always convenient to read online docs and play a game online simultaneously, we are reprinting those portions of the online playguide relevant to new players on the following pages.

There's a great deal more information available online than can be found below. We have not reprinted those portions of the online playguide having to do with installing the game and creating a character, since these are explained elsewhere.

Also, in the interest of space, we have limited our playguide to crucial game systems affecting new players. Go to the online playguide if you want more information about useful optional features like the Chat System and the Options menu.

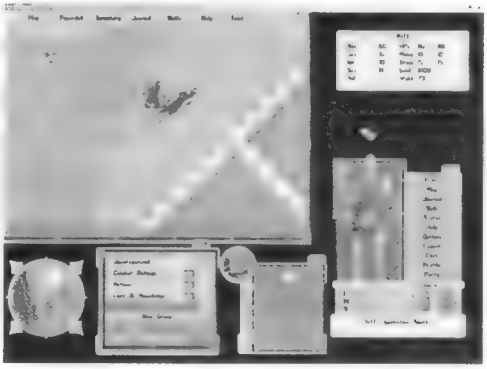
Most significantly, the pages that follow don't include information about many of the advanced systems, which are extremely important to a full understanding of *Ultima Online,* but do not come into active play until your character has acquired significant expenses and resources. Go to http://guide.uo.com if you want to know about important advanced systems in the game like:

- Houses and Boats
- Player-Owned Vendors
- Player Guilds & Guildstones
- Factions
- Commodity Deeds
- Potion Kegs
- Murderers
- The Siege Perilous Shard

Note.

There are currently two client programs for Ultima Online, the 2-D Renaissance client, and the 3-D Third Dawn client. If you are playing with the Renaissance client, you may find some minor differences from the interface as described in these pages. Information specific to the Renaissance interface can be found at http://guide.uo.com.

CHARACTER WINDOW



The Character Window is also called your "Paperdoll." All the information about your character, as well as most of the game options, is accessible from your Character Window. To open the Character Window, or Paperdoll, double click your character.

The Character Window — as well as all information windows in the game — can be closed by right-clicking on it. All such windows in the game can be moved by left-clicking and dragging them to another location on your screen. Many can be minimized by clicking on the minus sign (-) on the window.

In the *Third Dawn* client, your character in the Character Window is animated to reflect your movements within the game. You can use the arrows provided to rotate your character and you can select the Freeze option to disable the Character Window animation.

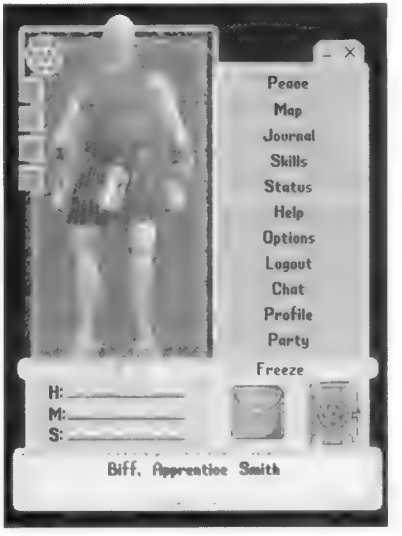
As a new player, a default desktop will be arranged for you the first time you play *Ultima Online.* The game will automatically open your Character Window, Backpack, Radar Screen, Skill List, and Quick Menu.

Note,

You may arrange the open windows as you prefer, and upon logging out of *Ultima Online,* they are saved to a character desktop file. When you re-enter Britannia with the same character, your open windows are arranged as you left them. You may arrange separate configurations for each character on your account if you wish.

Name

Your Character Window displays your character's full name, including profession, any titles you may have, guild affiliation (if you belong to one) and any guild titles you may have been granted. Your name will also reflect your reputation (the reputation system is explained further along in this manual).



Clothing/Armour/Weapons

The Character Window shows a close-up view of your character, including the clothing and armour you're currently wearing, or any weapons or tools you're currently wielding. Click on any tool, weapon or clothing item to identify it.

To remove any item on your person in the Character Window, click and drag it to your Backpack or to the ground. Then, drag the item you're replacing it with to the proper spot on your character and release the button.

Some items, such as bracelets, necklaces and rings, may be difficult to see on your Paperdoll. For ease of wearing and removing these items, they will be visible in the small equipment slots located to the left of your Paperdoll.

Note,

You can use Arms Lore and Item Identification skills on the items displayed in the inventory scrolls of NPC shopkeepers, player characters and vendors.

You may rotate the view of your Paperdoll 360° by using the small rotation arrows located near your Paperdoll's feet. This rotation will affect only your Paperdoll, and will not change the position of your character within the game.

Status Window

(The integrated status window described below is only available in the *Third Dawn* client.)

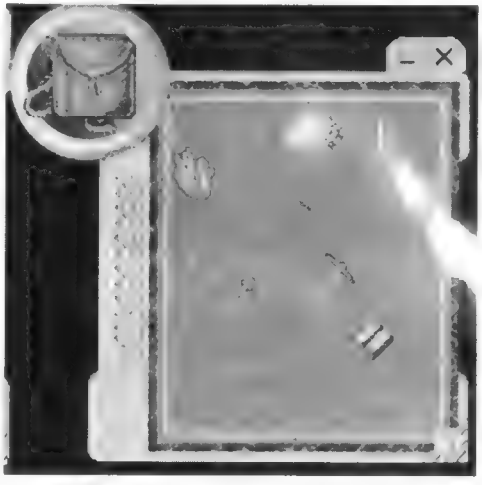
Directly beneath your Paperdoll is a representation of your current hit points, mana and stamina. As the current value of each raises or lowers, you will see the corresponding blue bar move.

Detailed information on your character status may be gained by using the Status button described later in this section.

Backpack

Everything you're carrying that you're not wearing or wielding is in your Backpack. Double click the Backpack to the right of your character in the Character Window to open your Backpack and display its contents. After you open the backpack, you can remove items by clicking and dragging them. If you have many items, it may prove difficult to select the item you wish. The best way is to move the cursor until the item you want is highlighted. If you're not sure what the highlighted item is, click on it to identify it. You may resize your backpack window by clicking and dragging the blue gem in the lower right corner of the window.

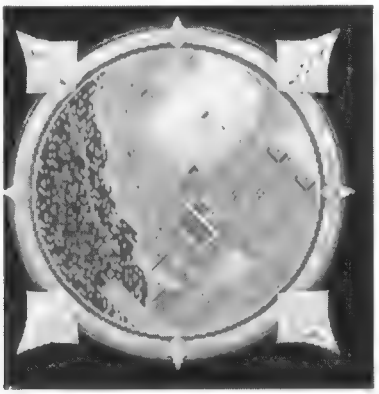
Your backpack may also be accessed by clicking the Inventory button on your character window, or by Alt I.



Character Window Menu

There are a number of commonly used options located to the right of your Paperdoll in your character window.

Map. This button opens an overhead image or your immediate area. Your location within the map is noted by a single white dot. You may toggle between small and large map windows by clicking the Map button or Alt R. Note that the Map button option is only available from the Character Window in the *Third Dawn* client. In the *Renaissance* client, you may use Alt R to view the map.



Inventory. The Inventory button opens your backpack. You may resize your backpack window by clicking and dragging the blue gem in the lower right corner of the window. Typing Alt I also opens your backpack.

Journal. The Journal button opens a scroll-shaped window that contains a written record of your most recent conversations and actions during the current play session. You can resize the Journal window by clicking on the tab at the bottom, then adjusting the size of the white outline. Clicking on the padlock icon locks the visible text in place until you click on the padlock again.

Skills. The Skills button opens a window listing all your skills and their ratings. Skills are arranged by category: Miscellaneous (craft skills), Combat Ratings, Actions, and Lore and Knowledge. Click on a category to display your ability with all the skills it contains. The abilities listed are modified by your stats, giving you a positive rating even in skills you didn't initially choose and have never practiced. If you wish to group together the skills you use most often, click on New Group at the bottom of the skills scroll. You may then drag any skills you wish into the new group.

Once you establish the new group, you can rename it by highlighting the words New Group and typing over them. You may make multiple new groups if you wish. You may delete any of the four default groups by completely emptying it of all the skills it originally contained.

Many of the skills listed have a blue jewel next to their listing. The jewel indicates that in order for the skill to be used, it must first be evoked from this scroll. To evoke a skill, open the scroll and click on the blue gem.

For additional information about managing skills and general information on individual skills, see **Skills**, p. 49.

Status. The Status button opens a window displaying your character's Vital Statistics. The value listed on the left for each statistic is the current value at the time you open the status window. The number on the right is your current possible maximum value for each statistic. The statistics available in your status window are:

Strength (STR): Your current strength

Dexterity (DEX): Your current dexterity

Intelligence (INT): Your current intelligence

Sex: Your gender

Armour Rating (AR): Your armour rating based on your currently equipped armour

Note

Damage in *Ultima Online* is allocated to specific locations on your body. If you are hit in an unarmoured location, your armour rating has no effect.

Hit Points (HPS): Your current hit points

Mana: Your current mana

Stamina (STAM): Your current stamina

Gold: The amount of gold you are carrying

Weight (WGHT): The total weight of all clothing and inventory items (in stones, the standard Britannian weight unit)

Biff

Str:	60	HPs:	80	\80
Dex:	15	Mana:	10	\10
Int:	10	Stam:	15	\15
Sex:	M	Gold:	1000	
AR:	1	Wght:	73	

Party. The Party button opens the party system manifest. You may use this manifest to invite others into your party, to communicate with your party, disband your party, and control whether party members may loot your corpse. For additional information on the party system, see p. 44.

Profile. The Profile button opens a character profile screen. You may fill this page with any information about your character that you wish to be public knowledge. To do so, click on the profile screen and start typing. Other players viewing your character window may open the profile and read it at any time.

Note

Profane and abusive profiles are a violation of the *Ultima Online* Terms of Service and may result in action against your account.

Chat. The Chat button opens the chat system interface. Additional details of the *Ultima Online: Third Dawn* chat system may be found in the *Ultima Online* Playguide at http://guide.uo.com.

Help. The Help button opens the help system menu. Should you find yourself in a situation where you have questions about the game or about the rules of *Ultima Online,* or are having problems of any sort, you may use this menu to find answers to your questions or request assistance from game staff. There are two different kinds of helpers in the game to take care of unusual problems that may arise.

Companions: Companions are experienced players who wish to help introduce newer players into the world of *UO*. Although companions do not have special skills, their experience is an invaluable resource for new players.

Game Masters: Origin employs a staff of dedicated customer service employees to help with specific issues in the game. When you are in need of help in the game with an unusual problem, you may issue a call to a GM. The In-game Help menu aids you in determining when you need a GM.

Options. The Options button opens an extensive menu of options to customize your game screens, sounds, and other functions. Full descriptions of *Ultima Online: Third Dawn* options may be found in the playguide located at http://guide.uo.com.

Logout. This button disconnects you from the game and returns you to the Main Menu. Your in-game character remains in the game for five minutes after you log out. Your character fights back if attacked, but only melee. This function exists so unscrupulous characters cannot unfairly escape dangerous situations simply by breaking their internet connection. If you log out by using your camping skill, or log out while at an inn or in your house, your character disappears from Britannia immediately and is not subject to the five minute log-out timer.

Peace/War. The Peace/War button toggles your character from Peace mode to War mode and vice versa. Additional details on fighting and war mode may be found in the Combat section of this guide.

Map. This button opens an overhead image or your immediate area. Your location within the map is noted by a single white dot. You may toggle between small and large map windows by clicking the Map button or press Alt R. Note that the Map button option is only available from the Character Window in the *Third Dawn* client. In the *Renaissance* client you may use the Alt R option to view the map.

The Quick Menu

The Quick Menu is only available when using the *Third Dawn* client. The Quick Menu allows immediate access to common commands from a permanent location atop your game window. Clicking on any of the buttons will toggle the commands described earlier in this chapter.

Additionally, the Quick Menu allows access to the 'Gesture Menu' and the 'Zoom Slider'. Clicking the drop-down menu allows you to select from a number of animated gestures. Your character completes the selected gesture, and it remains selected as your default gesture. When a gesture is set as default, you may use the gesture by single-clicking the gesture name in your Quick Menu. The Zoom slider is denoted by a magnifying glass. Sliding the bar right or left allows you to zoom in or zoom out respectively.

ACTIONS

Identifying And Picking Up Items

A single click on any item in the game tells you what it is, to the extent of your character's ability to recognize it. To pick up an item, click and hold on the item and drag it over your character or your backpack. You can release it over your character, drag it directly to your Backpack window, or drag it to the Backpack on your Character Window, if either is open.

Because some items in the game are very small, and it might be difficult to click on them precisely, items in your inventory highlight when your mouse is in the correct position to click on them.

Using Items

Double click an items to use it. For example, double click a book to open and read it. Double click food to eat it.

Many items require a series of actions. For example, a miner double clicks his pick axe, which turns his mouse cursor into an aiming circle that he moves over the portion of rock he wishes to mine. He then single-clicks to mine the site he's selected.

Sometimes you need to use one item on another item. For example, you might need to use a spinning wheel to change wool into yarn. In this case, you would double click the raw material, the wool, and then single click the item being used, the spinning wheel. The wool becomes yarn. Any time you try to use an item that requires multiple stages or other items, the game prompts you for the next step.

Dropping Items

At any time, you may remove items from your inventory and drop them almost anywhere on the screen near your character. If, for some reason, the item can't be dropped in the location you've selected, either an error noise will sound or the item will return to your inventory.

A dropped item stays where it is until it deteriorates naturally or someone picks it up. Dropped items don't tend to stay around for long. Not only are other players likely to be interested in your discarded possessions, but NPCs and even monsters are sometimes on the lookout for items that meet their current needs.

Stacked Items

Some items in the game, notably gold, can be stacked. This means that all the items of that type in your inventory can appear, and be moved around, as a single item. If you want to do something with only a portion of the total items in a stack, click and drag the stacked objects in your Backpack to whomever or wherever you want it. This brings up a window showing the quantity in the stack, with a slider that allows you to adjust the quantity you wish to move. To change the quantity, slide the blue stone on the right side of the slider to the left. You can also type the number in that you would like to manipulate. The amount you select remains on your cursor, and the remainder is returned to your inventory.

Zooming

The zoom feature is only available with the *Third Dawn* client. You can zoom in and out by two different means.

Quick menu. There is a slider bar that allows for zooming in and out located on your Quick Menu. (See p. 26 for more information on the Quick Menu.)

Spin mouse wheel. Zooms the game view towards or away from your character. When using a non-wheel mouse, you may access the zoom command through the Options menu.

Money

Getting Money

Everyone has to make a living, even in the fantasy world of Britannia.

The simplest way to start earning an income is to start trading. Find any small items that might be available (there *is* something there, if you look hard enough), and then find a merchant who might need something of that sort. If you try to pick up something that already belongs to one of the non-player characters in town, the NPC informs you that you may not take it. Do not try to steal anything unless you have the appropriate Thieving skills - you're unlikely to survive the experience!

Be prepared to spend some time building a nest egg — it's not easy. Note that shoplifting from local merchants is not the best way to build a nest egg. Most items can't be stolen, and even if you get away with it, merchants can usually spot a criminal and refuse to do business with you.

You can make money and train up your combat skills by "bunny bashing" — hunting small creatures like rabbits, birds, pigs and even rats. Be careful not to attack anybody's pet — that's a criminal action! When you kill small game, Use your dagger or other bladed weapon on the corpse to take its meat, hide or feathers. Meat can be sold to butchers or tavern keepers, hides and skin to furriers and tanners, and feathers to bowyers.

Remember that because supply and demand is an important part of the virtual economy, shopkeepers do not automatically buy everything you try to sell. Shops can become overstocked with items, and while they "sell back" overstock at regular intervals, they won't be interested in buying anything that's currently overstocked. Furthermore, shopkeepers pay less for items they already have plenty of. One good way to gauge the "market potential" of a shopkeeper is to say "buy" to get a look at the shop's current inventory. Any items that seem particularly scarce probably command a premium price, while items that show up in quantity command a cheap price, or none at all.

If the market for a certain type of wares becomes glutted in one town, the best thing is probably to seek out a better market in another town. If you feel that you're not yet ready to venture out of town, perhaps a more experienced character could be convinced to act as a "middle man," paying you for your wares so he can sell them in another town at a profit.

Banking

Once you possess more money or items than you can (or wish to) carry, you can start keeping the bulk of your wealth in a bank. Every citizen has a bank account

(although of course your account is empty when you start playing). Banked money and items are 100% secure from theft. To conduct most banking transactions, you must go to a bank.

Your bank account and bank box can be accessed from any bank in the land.

Safe Deposit Boxes

Walk into your local bank and say, "Bank" to the banker, and he opens your personal chest, containing your banked items and whatever gold you have deposited into your bank. There is a limit on how much this chest can hold.

Deposit

You can deposit money into your account just by dragging it from your backpack to any banker NPC. You can also drag it directly into your bank box.

Double-check to be sure that you're giving your coins to a banker. Other NPCs take your gold and won't return it!

Withdraw

If you need money from your bank account, just say "Withdraw $$$" (where $$$ is the amount of money you wish, as in "Withdraw 100") to the banker. The money will be transferred to your backpack. You can also drag the money directly from your bank box.

When buying from a player-owned vendor, gold can always be withdrawn from the bank. When buying from an NPC shopkeeper, only gold for purchases over 2,000 gp may be drawn from the bank.

Automatic Withdrawals. For very large purchases of 2000 gold or more (a house or ship deed, for example), or for purchases from a vendor where it would be difficult or impossible to carry sufficient cash on your person, the vendor, architect, shipwright or other tradesman can transfer funds directly from your bank account, even without a banker present, once the deal is agreed upon.

Commodity Deed. For trading large quantities of items, such as ingots or arrows. Buy the deed from a banker, and, while at the bank, double click the deed, then click on a commodity. The items disappear and are recorded on the deed. To get the commodity back, put the deed in your bank and double click it.

Check. You can also change large amounts of gold (over 5000) into a single piece of paper — the check. Just say "check $$$$" while you're near a bank, where $$$$ is the amount of gold you want held in check form. The gold is, of course, deducted from your bank account. A check cannot be stolen and goes with you when you die. To get the gold back, put the check in your bank box and double click it. If your bank box is too full to hold all of the gold from the check, enough gold to finish filling the box appears, with the rest remaining in check form.

Statement Balance

To check your available funds, say "Balance" or "Statement" to any banker, and he tells you your current balance.

Criminals and Murderers

Criminals cannot bank until they are no longer flagged as criminals. Murderers may bank, but only if they are not currently flagged as criminals.

INTERACTING WITH OTHERS

Talking to Others

Most of your communication in *Ultima Online* will be done by "talking." Whatever you type on your keyboard appears above your character's head. Your speech is heard (seen) by anyone on the same screen. There are also chat and messenger features you can use. There are additional keystrokes that allow you to use speech in specific ways; to yell or to whisper. These keystrokes can be learned in the *Ultima Online* Playguide located at http://guide.uo.com.

In addition to conversing within the game world, you may wish to try the *Ultima Online* Chat option, which allows you to open an additional chat window outside the game. Details on the chat system can be found in the *Ultima Online* Playguide located at http://guide.uo.com.

Emote. Voice inflection is not easily translated by typing; however, *UO* allows you to "emote" your feelings. By typing a colon (:) followed by a space before your text entry, it is emoted. Your "emote" is surrounded by asterisks and is a different color than your normal speech. Emotes (emotions) allow you to suggest an action that your character is doing to immerse yourself in the environment. *kicks dirt* *twirls hair* *sighs* Many players also set up macros for common emotes, such as smiles, laughs, grins, frowns, etc.

In the Third Dawn client, there are also several animated emotes that allow your character on screen to actually perform the indicated action (yawn, bow, etc.).

Whisper. Whispered text (e.g., "Psst, wanna buy a chicken?") can only be "heard" by characters immediately adjacent to you. By typing a semicolon (;) followed by a space before your text entry, it is whispered.

Yell. Yelled text (e.g., "HELP!") can be "heard" by any character up to a screen and a half away. By typing an exclamation point (!) followed by a space before your text entry, it is yelled.

Secure Trading With PCs

Secure trading allows you to trade items with another PC without giving up the item you're offering until you're satisfied with what's being offered in return.

To trade with a PC, stand near them and click-and-drag the item you wish to offer over the other player on screen. This opens up the secure trading window for both characters. This window has two panels, one for the goods you're offering, and the other for what's being offered in return. You can examine the goods you're being offered, but the trade isn't actually made until both players click on the check button at the bottom of the screen. You can cancel the trade at any time if you don't like the deal being offered.

Secure trading can be used to give something away for free. You just check off on the transaction before anything is offered in return. Likewise, a cash transaction is treated as a trade, where one party offers goods and the other offers gold or a check.

If you are trading with another PC and you move past a certain distancefrom each other, the trade window is closed and the trade is cancelled without goods changing hands.

Talking With NPCs

Before you can talk to NPCs, you must first get their attention. Thus, everything you ask NPCs must include their name. To get the name of an NPC, click once on him or her. With vendors or shopkeepers, you need only employ their job title. For example, if you wish to buy something from a vendor, get physically close to one and say, "Vendor buy." If, for some reason, the vendor ignores you, then you might want to preface "buy" with the vendor's name, or you may use Shift-left-click to access a menu of vendor interactions.

As the example above also illustrates, you don't have to speak in complete sentences when you address NPCs.

Training From NPCs. When you're a new player, one way to jump start your progress in a given skill is to pay for training from an NPC. To obtain training in the basic professions, go to a shop related to that profession. Then, get physically close to the NPC shopkeeper or tradesman, and say, "[name of NPC] train," or use Shift-left-click on the NPC to get a menu of possible interactions, and select Train. The NPC then tells you the various skills he is qualified to teach. Pick the one you're interested in and say, "[name of NPC] train [name of skill]." The NPC gives you a price to teach you all he or she can. You can pay less and get less than the full training the NPC can offer.

Vendors. There are two kinds of vendors: Player-owned vendors and NPC shopkeepers. Player-owned vendor NPCs allow players to sell things to other players, even when they're not logged in. Vendors are indestructible and do not move from the site where they are placed (as long as they are paid). NPC shopkeepers are also called vendors, and are usually found in shops within town.

Interacting With Vendors. To talk to a vendor, the greeting and action must be on the same line ("Vendor buy"). Greetings include the vendor's name or title.

Valid requests include:

Buy: The vendor displays his inventory so you can browse his goods and asks you to target the item to buy. A prospective customer can use Arms Lore or Item Identification on the items. The gold is removed from your inventory if you are carrying it, or from the bank if you're not. If you are the owner, he tells you that you don't need to buy the items.

Sell: Players can sell items to NPC shopkeepers who are interested in buying them. Usually you need to find a vendor who is already selling what it is you're trying to sell.

Train: This prompts the NPC to offer you a list of skills they can teach.

Train (skill): This prompts the NPC to tell you the price to train in a specific skill they teach.

Status/Info: If you are the owner of a player-owned vendor, the vendor describes his status, including how much gold he's holding, how much he charges per day, and how many more days he will continue working, assuming nothing changes.

Collect/Gold/Get: If you are the owner, the vendor gives you all the gold he's collected from purchases. A full explanation of owning a vendor may be found in the playguide located at http://guide.uo.com.

COMBAT

Trammel/ Ilshenar and Felucca

Britannia is divided into three distinct areas known as "facets." Each facet may have different rules and regulations governing gameplay.

Trammel, the facet on which all new players begin, is focused on player versus monster combat. Except under certain circumstances, such as guild wars, players on the Trammel shard may not attack each other. All player versus player combat is consensual, meaning that the players involved must have actively pursued gameplay options to facilitate this type of combat.

Ilshenar, the newest facet of Britannia, is governed by the same rules as Trammel. Player versus monster combat is the norm, and player versus player (or PvP) combat is consensual only.

Felucca, the original facet of Britannia, allows active player versus player gameplay. This means that if you are on the Felucca facet and are outside of a guard zone (or town), you may be freely attacked and may freely attack other players. Keep in mind, you are responsible for the consequences of your actions, and actively pursuing player versus player combat may result in a negative Reputation or Karma.

War Mode and Fighting

Aggressive combat takes place in Britannia only when you are in "War mode". To enter War mode, click on the "Peace" button to the right of your Paperdoll. Your cursor will turn red in color. Double clicking an enemy will then cause you to advance and engage in combat.

To leave War mode, single-click the same button. You can also use [Tab] to toggle it off and on.

Any time you are attacked, you counter-attack automatically, whether or not you're in War mode.

Depending on what facet you are on, some targets may not be able to be attacked.

Be extremely careful when targeting while in War mode! Double clicking an NPC or another player, while on certain facets, counts as an attack against them, whether or not you actually make contact with the target. This may cause you to be flagged as a criminal ("gray") and other players will be able to kill you without repercussion for a short period.

While in War mode, moving your cursor over another player or NPC, animal or monster causes that target to be highlighted in a color indicating how attacking it affects your Karma. The highlight is one of three colors: red, gray or blue. Attacking a character or creature that highlights red improves your Karma, attacking a blue lowers your Karma, and attacking grays has no affect on your Karma. Double clicking a character's status bar gives you the same color information.

For more information on "grays", "reds", "blues" and the Reputation System, see p. 44.

Targeting

To target anything in the world of *Ultima Online*, you merely need to move your mouse cursor over the item/monster/person and click. Be careful what and when you target, as you may find yourself unintentionally engaging in an attack!

Practicing

Some of the larger cities have established combat training areas, where you can hone your combat skills. There are practice dummies for hand-to-hand practice, and archery butts (targets) for bow and crossbow practice.

Note that you do not have to be in War mode to practice on inanimate objects. You may also spar with other players outside of towns and guarded regions.

Note

Practicing in this manner only result in skill gains until you reach 25.0 in the practiced skill.

ESCORTING

Nobles & Seekers of Adventure. Some NPCs, called Nobles, or Seekers of Adventure, are in need of an escort to a town or dungeon. They will pay handsomely for your services and aid in helping them to reach their desired destination. Other NPC types that can be escorted include brides, grooms and prisoners.

Prisoners. Prisoners are NPCs that can be found at monster spawn locations. Prisoners call out for help to passing players. To release a prisoner from his/her chains, simply double click them. Releasing a prisoner causes them to follow you for a short length of time. You can then escort them to any town and they will reward you for your assistance.

The Proper Escort

Townspeople requesting escort will not travel with someone who is already escorting another; you may only have one escort at a time. You must also wait 15 minutes between each escort.

Saying "destination" to an NPC wishing to be escorted results in them telling you where they would like to go.

Saying "I will take thee" to an NPC wishing to be escorted causes them to follow you.

Upon reaching their desired destination, the NPC will thank you and pay you for your service.

If your NPC escort has stopped following you, try saying "destination" again. This will usually get his attention, and he will resume following you. They sometimes get "stuck" crossing server boundaries as well. If this happens, go back to them, say "destination" to get them following you again, and try crossing the server boundary in a different location.

NPC escorts must arrive at their requested location in a timely manner, or they may disappear.

Attacking a Noble or Seeker of Adventure

When a Noble or Seeker of Adventure is attacked outside of town limits, they will call "henchmen" for assistance. Henchmen that come to the aid of a Noble or Seeker of Adventure have increased fighting ability. Some use Archery. The Noble or Seeker of Adventure cannot be killed until the henchmen are dealt with (killed). Henchmen carry some of the gold from the Noble or Seeker of Adventure as payment for coming to their rescue. After a short time, the henchmen will leave the Noble or Seeker of Adventure and return whence they came.

HIRELINGS AND PETS

It always pays to have a few friends at your side. If no friends are available when you need them, you can always buy some.

Pets and hirelings can perform a wide variety of tasks, but they're most useful as guards. They can guard houses, ships or belongings you may have to leave exposed. They can also guard your possessions while you're dead and seeking resurrection. While you are in battle, they can fight by your side.

Hirelings. NPCs of the following types sometimes consent to work for PCs: peasant, pirate, sailor, thief, bard, beggar, gambler, brigand, warrior, mercenary, magician, servant, fighter, paladin and ranger. To offer an NPC employment, use the words "hire", "mercenary", "servant" or "work" in conversation.

Hirelings charge 10 to 80 gold pieces per day for their services, depending on how specialized their skills are. Peasants and beggars come cheap; paladins and rangers don't. Pay hirelings by dragging gold over them. The further in advance you pay your hirelings, the more loyal they will be (and the longer they'll stick to their posts in your absence).

Pets. Horses, dogs and cats (and sometimes more exotic beasts) can be purchased. Many wild animals can be caught and trained. Most natural animals and even a few monsters can be trained, but some are much harder to train than others. Creatures can also be summoned. Summoned creatures assume the Karma of the caster.

Naming Pets

If you are the owner of an animal, you can give the animal a name. Just click on the pet and then drag off of it to open its Character Window. Enter the name you choose in the appropriate field.

Giving Orders

You give a pet or hireling an order by saying its name, followed by the command. For example, "Fido come" or "Brutus attack".

Pets and hirelings may refuse to attack creatures much more powerful than they. Also, NPCs of relatively law-abiding professions may refuse to attack PCs or NPCs unless provoked first. Pets and hirelings respond to the following commands:

Come. Summons the pet or hireling to your location.

Drop. Drops everything it's carrying to the ground.

Follow. A targeting cursor appears. You can click on yourself or someone else. The pet/hireling will follow the person or creature indicated. If you give the command "follow me," the pet or hireling will do so with no specific targeting necessary.

Friend. A targeting cursor appears. Click on the character you wish to mark as a friend. This character can then freely approach any object or area the pet/hireling is guarding, just as you could. Furthermore, the pet/hireling follows all the friend's orders just as it would one of yours.

Guard. A targeting cursor appears, allowing you to click on the thing, place or person to be guarded. If you give the command "guard me", the pet or hireling will do so with no specific targeting necessary. The pet/hireling stays near its indicated assignment, warns off anybody who approaches, and attacks anything or anybody that attacks or tries to use the guarded object.

Kill, Attack. A targeting cursor appears allowing you to indicate the creature to be attacked. Depending on the creature's toughness and the pet/hireling's loyalty, it may refuse to attack.

Patrol. If you have ordered a pet or hireling to guard two or more things, you can command it to "Patrol" between the places or objects. If one or more of the objects being guarded is mobile, it may be dropped out of the Patrol rotation if it moves too far from the others.

Report. Obviously, this command applies only to hirelings. Hirelings report how they feel about their job, whether they are following someone, and who, and a list of anything they may be guarding at the moment. (A successful use of the animal lore skill can give you an idea of a pet's happiness and loyalty level.)

Ranging from mutinous to faithful, the responses to the report command and indications given by the animal lore skill are as follows:

"extremely unhappy"
"rather unhappy"
"unhappy"
"confused"
"content, I suppose"
"content"
"happy"
"rather happy"
"very happy"
"extremely happy"
"wonderfully happy"

Transfer. A targeting cursor appears. Click on the character you wish to mark as the new owner. You will no longer have control of the pet. This is commonly used in the sale of pets to other players.

Stop. Cancels any current orders to guard or follow.

Pet Reputation

Pets inherit the Karma level of their owner. So, if your Karma is at the low-end of the spectrum, your pet's will be as well.

Mounts

Horses, llamas, nightmares and ostards, as well as unicorns and ki-rins in Ilshenar, are special types of pets. They provide another method of transportation in Britannia.

To ride a mount, simply double click the animal you've purchased or tamed. Be sure that you are not in War mode or you will attack the mount instead of riding it. You appear astride it and your normal walking/running movement controls that of your mount.

The mount itself can get tired and run out of stamina. You will receive a message that your mount is tired when this happens. Just get off and wait for it to rest, and check if it needs to be fed.

When you wish to dismount, simply double click the mount again, and you appear standing beside the animal. Note that you must dismount in order to feed your mount.

Mounts buck you off if they lose all loyalty to their master.

You can also be knocked from your mount by another player using a special weapon called a bola.

Pack Horses

Certain horses can be bought to act as beasts of burden. Pack horses can extend the amount of weight you can safely carry and allow easier transportation of your hard earned goods.

Stabling

To stable a pet, find an animal trainer. If you say the word "stable" to the trainer, he offers to keep the animal for a small fee. You can only stable animals and other creatures — not hirelings, of course!

A targeting cursor comes up and you are able to target the pet. Once you target it, the fee is withdrawn from your bank account. If you don't have enough money, the pet is not be stabled. You can hit Q to cancel the targeting cursor.

When a pet is successfully stabled, it is kept safely off screen, and fed the entire time that it is there, so it will not go wild.

Stables can become so full that they will take no further pets. The number of pets a character can stable is based upon three skills: Taming, Veterinary and Animal Lore. If the total of these three skills is between 160 and 199.9, then three pets may be stabled simultaneously. If the skill total is between 200 and 239.9, then four pets may be stabled simultaneously. If the total of these three skills as at or above 240, then five pets may be stabled simultaneously. Pets cannot be stabled with items in their packs.

To retrieve stabled pets, find any animal trainer, and say "claim" to him. He will release all the pets that you have stabled back into your custody.

Questions About Pets

I logged out with my pet, but now it is gone.

Even if you log out in a safe area, pets can and will wander off, or even be killed. (Mounts stay with you.) To ensure that your pets will be there when you come back, visit an NPC animal handler or stable, and ask him to stable your pets.

My pet is well fed, but says it is annoyed.

If a pet is in guard mode, and a human comes near the guarded object or attempts to use it, the pet becomes annoyed in response to a potential threat. This does not mean that it is going wild or becoming disloyal.

My pet suddenly stopped responding.

First, see if any commands work for the pet. You should get some sound from the pet, even if it doesn't understand the command. If not, try having it follow you in the direction you came from.

I tamed a creature, but it still attacked me.

Some creatures, especially evil ones, can easily snap and turn on their masters. This change of loyalty can come at almost any time, so the best advice is to be careful with your pet.

Feeding Pets

Animals remain loyal if they're kept well fed, and they also increase in loyalty each time you successfully command them to do something. Feed a pet by dragging food onto it.

The best way to tell if your pet is well fed and happy is by using the animal lore skill. Your pet's loyalty is set to maximum every time you feed it. Feeding it a lot at one time is not as beneficial as feeding it periodically over a long period of time. To feed your horse you must be dismounted.

Selling Your Pet

When you type "[pet's name] transfer," a secure trading window pops up, and your cursor changes into a targeting circle. Place it over the buyer, and click on him or her. Your pet will be in the upper window. When the buyer has placed the agreed upon payment in the lower window, the parties agree to the deal by clicking on the blue gem next to their name, and the deal is done.

HEALING

Damage to your character heals itself naturally in the course of time. You heal at the fastest possible rate if you have recently eaten something. There are three other ways of healing damage in the game.

Bandage. The cheapest and most common way is to use a bandage. Bandages can be obtained from healers, vets or several other merchants, or you can make them yourself by using scissors on cloth. Bandages are an excellent way to deal with minor wounds, particularly if you're helping others, and a useful "first aid" measure for more serious injuries. The higher your Healing skill, the more benefit you can gain from bandages.

Healing potions. More powerful, but far more expensive, are Healing potions, which are created by alchemists and can be purchased from alchemists, mages and some other NPC types.

Spells. Healing spells are best of all. If you have the ability, you can cast such a spell on yourself, or you can request the aid of any nearby mage.

Poison

Some monsters, spells and potions can poison you. If you are poisoned, you see a message to that effect, and your Health bar turns green. Poison causes you to lose Hit Points at a steady rate while the poison is active. Some poisons are so weak they barely slow your natural healing process; others are so virulent they can kill a strong man in a matter of seconds.

Poison from all sources can be cured with spells, a curative potion, or bandages and the healing skill, or will wear off naturally with time (assuming you can survive long enough).

Note

If poisoned, you may not gain health points in any way until the poison has been cured.

Stamina & Health (Hit Points)

Stamina Loss. Strenuous activities like running and fighting cause you to temporarily lose Stamina. The lower your Stamina goes, the less likely you are to succeed whenever you try to perform a significant action.

Eating. You cannot starve, but if you are feeling "hungry," your performance may suffer.

If you double click a food item, it disappears — you eat it. Eating restores a bit of lost Stamina, but more importantly it influences your recovery rate for both Stamina and Hit Points. An empty stomach results in a slow recovery rate.

Resting. You regain your lost Stamina more quickly if you stand still and take it easy for a while.

DYING

It's said that the only things certain are death and taxes. In *Ultima Online,* death is certain (or very close to it), but fortunately it's not permanent.

When your character is killed in the game, you become a ghost. As a ghost you can be resurrected without any loss to your statistics or skills by finding a healer, a shrine or even a powerful player mage.

Murderers who are killed automatically lose up to 20% of all stats and skills (the exact effect depends upon how often and how recently they've killed, and the penalty cannot reduce them below starting levels), as cosmic "payback" for their evil deeds.

Being Dead

As a ghost, you leave most of your worldly possessions where you fall and wander as a spirit in search of resurrection (spell books, practice weapons and starting equipment are with you when you resurrect). When your ghostly character gets to a shrine, a healer or a sufficiently powerful mage, you can be restored to life.

Note that while shrines and healers automatically resurrect any ghost in their immediate area, a player mage has to know you're there, and it's his own choice whether to help or not.

Shrines do you no good if you are a murderer. Shrines restore any other characters, but not murderers. (There are rumors of a so-called "Chaos Shrine" at an unknown location, where murderers are raised.)

While you're dead you can pass invisibly, or you can "manifest" so that others can see you. Your ghostly character is invisible if you're in Peace mode and visible in War mode. A ghost can pass through doors and certain other objects, but not through solid walls. If you try to communicate while in spirit form, anything you try to say appears to the living as inarticulate wailing. Characters who possess the Spirit Speak skill can try to understand your moans. Ghosts cannot directly affect the physical world in any way. They cannot use any skills or attacks. They can use a boat while manifested to seek help. Manifested ghosts do sometimes frighten NPCs.

Healers

Healers can resurrect you when you die. Most wear brown robes and you can find them in healer shops in town. When you enter, they ask you if you wish to be healed or if you want to remain a ghost. Take your pick. If you are a criminal or a murderer, however, the healer may refuse to help you.

When you're a new player you can also use healers to heal your non-fatal injuries.

Some healers wander the countryside, performing their good deeds in the manner of the more settled healers.

Shrines

You can find Shrines near most cities and towns. If you enter a Shine as a ghost you are automatically resurrected.

Resurrection

You can resurrect only so often in a given period of time. Each time you resurrect in rapid succession, your tie to your physical body becomes more tenuous. If the tie becomes too weak, you must remain a ghost for a time while the tie regenerates itself. Even the services of a healer or a shrine do you no good until your link to the physical world is again strong enough for you to resurrect.

Recovering Your Possessions (and Others')

Once alive again, you may try to hurry back to reclaim your possessions which remain on your corpse until it decays or is looted.

Corpses can be looted under the following circumstances:

If you're in a party, you can choose to let party members loot your corpse. Choose your companions well!

On Trammel

Guildmates are lootable to each other

Thieves' Guild members are lootable by all

Criminal corpses are lootable by all

Murderer corpses are lootable by all

Those that had lawful damage done to them can be looted by the player who did the damage. Note that this means a member of a warring guild are not able to loot opposing guild members unless s/he actually did lawful damage to that character.

Those in the same Faction cannot loot each other. The exception to this is if they are in the same party with looting rights turned on. As long as the deceased character did not take lawful damage, his faction-mates in the party can loot him. For example, if a character is killed by a monster, by a player outside of the faction wars, etc., his faction-mates in the party are able to loot him.

Lawful Damage is defined as damage resulting from consensual combat between enemy guild members, enemy virtue guild members, and enemy faction members. Lawful damage is also justified damage returned by a player against an unlawful aggressor. For example: if player A attacked player B, and neither were in any guilds, parties or factions, then player A would be the aggressor. Player B could then return the attack. The damage that player B inflicts would be considered "lawful damage." If player A and Player B were in opposing guilds or factions, then player A's initial attack would also result in lawful damage.

Only a player with looting rights is able to open a corpse on Trammel.

On Felluca

Guildmates are lootable to each other.

Thieves' Guild members are lootable by all.

Criminals are lootable by all.

Murderers' corpses will be lootable by all.

In Felucca, players can cut up the corpses of murderers. If the player is a murderer, they can cut up any corpse.

Those lawfully damaged can be looted by the player who did the damage. Only the players who did lawful damage are able to loot the corpse without going grey. Note that this means a member of a warring guild is not able to loot opposing guild members without going grey unless s/he actually did lawful damage to that character.

Those in the same faction are able to loot each other; however, they are criminally flagged if they do so. As in Trammel, the exception to this is if they are in the same party with looting rights turned on. As long as the deceased character does not receive any lawful damage, his faction-mates in the party can loot him freely. For example, if a character is killed by a monster, by a player outside of the faction wars, etc., his faction-mates in the party are able to loot him without getting a criminal flag. However, if a player receives any lawful damage in a faction war (i.e., from opposing factions) then any faction-mate of his receives a criminal flag if he tries to loot.

Opening a corpse by someone without looting rights gives them a warning message that to loot this corpse is a criminal act. To remove items from this corpse without looting rights results in that looter becoming criminally flagged.

Murderers. Murderers who are killed automatically lose up to 20% of all stats and skills (the exact effect depends upon how often and how recently they've killed, and the penalty cannot reduce them below starting levels), as cosmic "payback" for their evil deeds.

If you have 4 or less short-term murder counts, you do not suffer stat loss upon resurrection.

If you have 5 or more short-term murder counts, you suffer stat loss upon resurrection.

REPUTATION/ KARMA & FAME

The main purpose of the Reputation system is to regulate combat between players, so that a player in Felucca will think twice before attempting to kill or rob an inexperienced or law-abiding character.

Characters (including NPCs, monsters and creatures) are all color-coded according to their moral standing. This color can be seen in the characters' names, and when you're in War mode the characters themselves appear as this color when you pass your cursor over them.

Attacking blue characters has a negative effect on your Karma. Attacking gray characters has no effect on your Karma. Murderers and aggressive monsters are red characters. Attacking them can do nothing but improve your Karma. Guildmates are green. Members of enemy guilds are orange.

Your Reputation is the combined result of your current Fame and Karma. Fame measures how well known you are among other inhabitants of Britannia. Karma is a measure of your spiritual balance — whether you are "good" or "evil." Taken together, they give your character's title in the game.

Titles are:

FAME

KARMA	Least				Most
Best	Trustworthy	Estimable	Great	Glorious	Glorious Lord/Lady
	Honest	Commendable	Famed	Illustrious	Illustrious Lord/Lady
	Good	Honorable	Admirable	Noble	Noble Lord/Lady
	Kind	Respectable	Proper	Eminent	Eminent Lord/Lady
	Fair	Upstanding	Reputable	Distinguished	Distinguished Lord/Lady
Neutral	none	Notable	Prominent	Renowned	Lord/Lady
	Rude	Disreputable	Notorious	Infamous	Dishonored Lord/Lady
	Unsavory	Dishonorable	Ignoble	Sinister	Sinister Lord/Lady
	Scoundrel	Malicious	Vile	Villainous	Dark Lord/Lady
	Despicable	Dastardly	Wicked	Evil	Evil Lord/Lady
Worst	Outcast	Wretched	Nefarious	Dread	Dread Lord/Lady

Karma

Karma is gained or lost on a sliding scale. At the top of the scale, it requires many more noble deeds to raise it further, while only murder is a horrid enough act to take you lower when you're near the bottom of the scale. Karma is most useful for helping you roleplay interactions with other characters.

These are some of the actions that raise your Karma:

- Killing evil NPCs
- Killing monsters
- Giving gold and items to good NPCs
- Turning in the head of a bountied murderer
- Casting helpful spells on characters with positive Karma

These are some of the actions that lower your Karma:

- Being reported as a murderer
- Killing good NPCs
- Killing dogs, cats, dolphins, horses, pack horses or pack llamas
- Chopping up corpses
- Casting helpful spells on monsters or evil NPCs
- Summoning daemons
- Stealing
- Snooping
- Using the Poisoning skill
- Casting helpful spells on characters with negative Karma
- Wearing some items that are considered evil
- Killing certain creatures in Ilshenar

Karma Locking

Involuntary Karma Lock. The first time you go negative in Karma (<0), your Karma is no longer able to be raised. You will gain no more positive Karma until you visit a shrine to be cleansed.

Voluntary Karma Lock. If your Karma is positive, you may choose to go to the Chaos Shrine and say the word "bal". Doing so causes a flash of lightning to come from the sky and the phrase, "You once again control your destiny" to be shown, and your Karma level are prevented from raising. In this way, players who wish to appear as "evil" are able to kill monsters without gaining Karma. Note that players still gain or lose fame, regardless of Karma lock status. The important thing to remember about Karma locking is that you can only prevent yourself from gaining Karma, not losing it.

Removing Karma Lock. If you can no longer gain positive Karma as a player, you may visit any one of the virtue shrines to get back on the path. If, however, you stray again (gain negative Karma for any reason before reaching positive Karma), your Karma will again be locked.

At each shrine you have to say the mantra appropriate to that shrine to be cleansed.

Shrines	Mantra	Feedback Message
Compassion	mu	Compassion is granted and you may walk the Virtuous path again.
Honesty	ahm	Your repentance seems honest and you may walk the Virtuous path again.
Honor	summ	Honor your obligation as you walk the Virtuous path.
Humility	lum	Your humble request is granted and you may walk the Virtuous path.
Justice	beh	Justice is done. You may walk the Virtuous path.
Sacrifice	cah	Your sacrifice is noted. You may walk the Virtuous path again.
Spirituality	om	Your spirit has been cleansed and you may walk the Virtuous path again.
Valor	ra	With valor in your heart you may again walk the Virtuous path.
Chaos	bal	You control your destiny once again.

Fame

Like Karma, Fame is acquired on a sliding scale. When you are already famous, you're expected to do more heroic (or villainous) deeds than normal folk. These are some of the actions that raise your Fame:

- Killing PCs who have higher Fame than you
- Killing NPCs who have higher Fame than you
- Killing monsters that have higher Fame than you
- Killing animals that have higher Fame than you
- Completing NPC escort quests

  Rescuing prisoners
- Generously giving gold and items away to good NPCs

These are some of the actions that will lower your Fame:

- Using the begging skill
- Dying

Fame decays with time (fame is fickle)

Hero Titles in Ilshenar

In the lands of Ilshenar players can achieve Hero Titles. This is done by killing large amounts of creatures of the same general type.

PLAYERS' REPUTATION: RULES OF ENGAGEMENT

The main purpose of the Reputation system is to regulate combat between players, so that a player thinks twice before attempting to kill or rob an inexperienced or law-abiding character. Note that none of the caveats below apply to members of two adventuring guilds at war.

Color Coding

If your heart is true, don't kill blue!

As involved as the Reputation system is, it all comes down to the statement above.

Characters (including NPCs, monsters and creatures) are all color-coded according to their moral standing. This color can be seen in the characters' names, and when you're in War mode the characters themselves appear as this color when you pass your cursor over them.

Blue characters are **Innocent**. Attacking blue characters has a negative effect on your Karma.

Gray characters are **Criminals or Aggressors**. Attacking gray characters has no effect on your Karma.

Murderers and aggressive **monsters** are **red** characters. Dispatching them can do nothing but improve your Karma.

Guildmates are **green**. Members of **enemy guilds** are **orange**.

All of these colors are customizable in the Options menu.

PARTIES

The party system is a tool to allow you to adventure with others, sharing loot and fame. The party system is in many ways very similar to the guild system, with party members being able to take actions on each other without incurring a criminal flag.

Fame and Karma Sharing

Players in a party are able to share karmic and fame gains equally when a member of the party does something which would normally change their fame or karmic status.

Looting

Party members can designate whether other party members can loot them or not. The option is selected through the party system menus described later. The only exception to looting is if a party member is in a guild that has war declarations, he may not loot anyone other than those in his guild or in a guild he is at war with.

Forming a Party

To form a party, a leader needs to be selected. The first person to invite other members into their party is considered the leader. When you wish to form a party, open the Party System Menu use the Add New Member button to ask another player if they wish to join. If that person is not in another party, they are able to join your group. When they accept your offer, you have formed an adventuring party.

Party System Menu

To open the Party System Menu, double-click on the left-hand scroll found on your Paperdoll. You can then create a "Party Manifest." This menu can also be opened by creating a macro in your options menu.

The following options are present:

List of Party Members

This gives a list of all the members in the party. Each party member has a number in brackets [#] to designate their party number. To the left of each party member, there is a "tell" button. Left-clicking this button allows you to type a message and send it to that specific party member.

There are three additional buttons below the list of party members (party leaders have a fourth button).

Kick. The party leader's manifest also has a "kick" button next to each character name. Left-clicking this button removes that party member from the party. Only the party leader has this button available.

Send the Party a Message

In order to facilitate good teamwork between members of the group, the party system allows communication within the party, even over long distances. By selecting the "Send the party a message" button in the Party menu, members are able to send out messages to all members in the group. Typing a "/" before speech achieves the same results.

You may also message individual members of your party privately by using the Tell button next to their name in the Party Manifest list.

Looting Rights

The second button is a toggle for looting rights. It toggles between "Party CANNOT loot me" and "Party can loot me."

Party *CANNOT* loot me. This option does not allow party members to loot you in Trammel. In Felucca, party members can still loot you, but they go gray and receive a notoriety hit.

Party *can* loot me. This option allows party members to freely loot you in both Trammel and Felucca. In Felucca, party members do not go gray or lose Reputation for looting you (the same as with guild members looting each other).

Leaving The Party

To leave a party, press the Leave Party button on the Party menu. The leader of the party is also able to dismiss party members with the Kick button. The party leader can also Disband the Party by selecting that button.

Add New Member (Party Leader Only)

Left-clicking this button brings up a targeting cursor and allows the party leader to add new members to the party.

- A targeting cursor appears.
- Select the character you wish to add to your party.
- Once the character is targeted, a confirmation message appears on the targeted character's screen asking if he wishes to join the party.
- If the character accepts, he becomes part of the party. The player may also type "/accept" or "/decline" to accept or decline the offer.

- You may not have more than 10 characters in a party, including the party leader.
- At the very bottom of the menu, there are "okay" and "cancel" buttons.

Spells

Harmful area of effect spells, which cause damage to any one residing within a specific radius of the targeted area, do not affect members within the same party. You cast beneficial spells on party members within range by targeting their status gump in your Party menu.

Party Member Status Bars

Once a character is in the same party as you are, you can pull up their status bars by clicking and holding the left mouse button over their character. These status bars are different than the status bars you can view currently. In addition to having more information, they are also designed to be less obtrusive. A party system status bar includes:

- The **name** of the character and his party number
- The character's **Health**, **Mana** and **Stamina**.
- Two buttons to the left which can be used to **heal** or **cure** the character
- You can use the status bars to target that character, as with the normal status bars.

HELPFUL HINTS

Don't be afraid to ask other players for help if you're confused. But do remember to keep in mind rules of common etiquette. Always remember that other players are people just like you.

If you know a trade skill (such as fishing, or tailoring), with a very small investment in raw materials, you may start making items and selling them for profit quite quickly.

Stealing and fighting are strictly illegal in towns (and impossible on the Trammel and Ilshenar facets) unless you are participating in a guild or faction war. Guards kill anyone they catch breaking the laws of the land.

The color of each character's name gives you important information about them:

- Blue: This player or NPC is a good citizen of Britannia
- Red: This player or NPC has committed murder.
- Orange: This player is an enemy guild or faction member
- Grey: This player has been flagged as a criminal for a recent action
- Green: This player is an ally guild mate or faction member
- Purple: This character is an OSI volunteer
- Yellow: This character is invulnerable. Usually OSI staff or an NPC shopkeeper.

Shopkeepers' inventory may change with supply and demand. If you can't find the item you're looking for in a city, you may wish to visit player-run vendors, commonly found in and around houses in the wilderness.

A great way to meet other players is by participating in player-run events and quests. You can find current and upcoming events on each shard listed on the *Ultima Online* website at http://www.uo.com.

The *Ultima Online* skill system allows you to customize your character any way you want. If you decide you want to change the focus of your character and are no longer interested in a particular skill, just flag that skill to decay by toggling the 'down' arrow next to it in your skill list. As you learn other skills, the decaying skill loses points over time.

Training dummies can be used to practice weapon skill in the safety of town. Large cities such as Trinsic, have training dummies available to the public near the weapon and armour shops.

Use your bank vault. It's free, after all! Store valuables in your bank vault before heading off into the wilderness. If you run into trouble, you'll know that your valuable items are safe in town.

BEING YOUNG

When you set foot in Britannia for the very first time, you are considered a "young" player and be granted certain privileges and rights as such. Siege Perilous is a shard for advanced players only. Players with "Young" status cannot access it. This status grants you certain forms of protection unavailable to more experienced players, including:

- Young players may not damage other players, nor may other players damage young players.
- Monsters that would normally react in a hostile manner do not attack new players unless inside a dungeon.
- Young players are teleported to a healer upon dying and retain any belongings.
- Young players may not loot monsters they did not kill for two minutes after the death of the monster.
- Other players may not loot monsters killed by young players.
- Young players may not steal from other players or NPCs.

Losing Young Status

"Young" status is affected by your total playtime with your account, and is not calculated on a per-character basis. A player loses their "Young" status if their account age goes above more than 40 hours and their characters:

- Have more than 350 total skill points
- Have more than 150 stat points
- Have "young" status revoked by a Game Master

Players can also end their "Young" status by saying the words, "I renounce my young player status".

Young Player FAQ

I'm "young" and can't log on to the "Siege Perilous" shard. Why not?

Siege Perilous is a shard for advanced players only. Players with "young" status cannot access it.

I died and was teleported to a healer, but she won't resurrect me ... what do I do?

Move away from the healer (up to half a screen) and then walk back towards her.

How do I get a new player quest?

New player quests are based on the skills your character starts with and what city you start in. If you choose one of the profession templates and your account still meets the requirements of a "young" player, you are sure to get new player quests.

If you choose the advanced option from character creation, you must choose at least one of the skills found in the profession templates, and you must choose one of the four starting cities: Britain, Trinsic, Minoc or Moonglow. Once you are in the game, simply walk up to a shopkeeper from your starting city. If the shopkeeper does not currently have someone on a quest, he or she gives you a task to complete.

You are still able to complete new player quests if you begin in Haven, as long as you enter Britain, Trinsic, Minoc or Moonglow while you still have "young" status.

How do I cancel my new player quest?

To cancel your quest, just say, "I resign from my quest." You should receive a message stating that your quest has been cancelled. Keep in mind that another shopkeeper from your starting city may give you the quest again at a later time.

How does the quest arrow work?

The quest arrow is merely a guide to help you complete your task. It draws a straight line between you and a specific location related to your quest. This means that if there is a building or body of water between you and your goal, you must find a way around it.

I did what the shopkeeper asked and followed the quest arrow back, but now it is pointing to the ground. What do I do?

The shopkeeper may have wandered off. Search around the area where you met the shopkeeper, because he or she is very likely to be nearby.

What do I do with my "new player ticket"?

First, you'll need to find another new player holding a ticket. Once you've found another new player, double-click your ticket and target any other ticket marked NEW PLAYER, and you receive a list of prizes to choose from. Generally, the easiest way to do this is to place both your tickets in a trade window and then double-click on both of them.

What does "new player protection" mean?

While you are "young," you have access to certain forms of protection not available to more experienced players, called "New Player Protection." They include the following:

New players cannot damage other players.

Other players cannot damage new players.

- Monsters that would normally be actively hostile to a player do not attack new players, unless in a dungeon. The player receives a message indicating that the monster is hostile.
- New players are teleported to a healer when they die. They retain their belongings.
- New players cannot loot a monster they did not kill until the creature has been dead for at least two minutes.
- Other players cannot loot a monster killed by a new player.
- New players cannot steal from other players or NPCs.

Skills

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DEVELOPING SKILLS

Skills are the heart of *Ultima Online*. Nearly everything you do (other than walking and talking) is based on a skill. In fact, even talking can be affected by skills — for example, Begging and Spirit Speak. You start the game with a few skills, but you can improve any skill in the game by training it (visiting a professional NPC and paying for a training session) or simply by practicing. Trade skills can be practiced, but only after you acquire the appropriate tool.

Several different categories of skills exist. Some skills activate and improve automatically as you perform certain actions (like Meditation and Tactics). For other skills, you must manually use the skill on a target (like Animal Training and Arms Lore). Finally, trade skills (like Blacksmithy and Carpentry) exist so that you can craft items using tools of the trade.

Starting Items

When you finish creating your character and begin playing, you always get the clothes on your back, a dagger, 1000 gold coins, and a backpack. You also get starting equipment based on the three skills you chose (see facing page). For example, if you selected Archery, you begin with a bow and 25 arrows. If you chose Cartography, you begin with 4 blank maps, a mapmaker's pen and a sextant. Starting equipment for each skill is listed in the table on p. 50, and is also listed under each individual skill writeup.

How Abilities Modify Skill

Besides your starting skills, you begin with at least minimal ability in nearly every skill. Why? Because your actual ability with any skill is not based solely on your current skill level. It's also based on your attributes (Strength, Intelligence and Dexterity). So, even though a skill may be at zero skill points, attributes can contribute a point or two toward that skill. In some cases, they contribute more. For example, even if you don't pick Inscription as a starting skill, your initial Inscription ability is 10% of your initial Intelligence, because the skill is 10% based on your Intelligence.

Let's distinguish two terms at this point. The value for each specific skill is how many points you've put into that skill, either through having the skill from the start, or practicing and training that skill later in your character's life. Your ability with that skill is your **base skill level** (what we've just described). Your **actual skill level** is the base skill level plus any modifications based on your Strength, Dexterity and Intelligence. Then, you can get added points through special equipment, potions, spells, etc. — that's your modified skill level. So, although skill levels only go to 100, it's possible to get higher levels if you pick up equipment, such as a sword that awards +5 Strength, and a Strength potion. (See **Equipment**, p. 147, for weapon and armor effects, and **Secrets of Magic**, p. 131, for spell effects.)

Starting Equipment

Skill	Items
Alchemy	Mortar and pestle, 4 empty vials, red robe, 3 Black Pearl, 3 Garlic, 3 Ginseng, 3 Spider's Silk
Anatomy	3 bandages, yellow robe
Animal Lore	Shepherd's crook, green robe
Animal Taming	Shepherd's crook
Archery	Bow, 25 arrows
Arms Lore	Random weapon
Begging	Gnarled staff
Blacksmithy	Smith's Hammer, leather gloves, 50 iron ingots, brown apron
Bowcraft/Fletching	Fletching tool, materials for 2 bows, shafts and feathers
Camping	5 Kindling, bedroll
Carpentry	Random carpentry tool, 10 boards, brown apron
Cartography	4 Blank maps, sextant, mapmaker's pen
Cooking	3 Raw food items, rolling pin, pitcher of water, sack of flour, 2 kindling
Detecting Hidden	Black cloak
Enticement	Random musical instrument
Evaluating Intellect	None
Fencing	Kryss
Fishing	Fishing pole, brown floppy hat
Forensic Evaluation	None
Healing	50 bandages, scissors
Herding	Shepherd's crook
Hiding	Black cloak
Inscription	2 blank scrolls, scribe's pen, small blank book (to take notes)

Skill	Items
Item Identification	Gnarled staff
Lockpicking	20 lockpicks
Lumberjacking	Hatchet
Mace Fighting	Club
Magery	Spellbook with *Heal, Magic Arrow, Night Sight, Cure, Harm, Strength, Fireball, Poison, Teleport, Fire Fields, Greater Heal, Lightning,* 30 of each reagent, 3 random low-circle scrolls
Meditation	None
Mining	Pickaxe
Musicianship	Random musical instrument
Parrying	Wooden shield
Peacemaking	Random musical instrument
Poisoning	2 Poison potions
Provocation	Random musical instrument
Remove Trap	(not a starting skill)
Resisting Spells	None
Snooping	20 Lockpicks
Spirit Speak	Black cloak
Stealing	20 Lockpicks
Stealth	(not a starting skill)
Swordsmanship	Katana
Tactics	None
Tailoring	Sewing kit, bolt of cloth, scissors
Taste Identification	3 Random potions
Tinkering	Tinker parts, tinker's tools
Tracking	Skinning knife, brown boots
Veterinary	5 Bandages, scissors
Wrestling	Leather gloves

Actual skill level is figured as follows:

Actual skill = Base skill + Attribute Modifiers
+ Item Bonuses

You can view skills either with or without influences. By default, **Show Real** (2D client) or **Show Unmodified** (3D client) is unchecked in the Skills screen. This means that the numbers you see reflect your ability levels for each skill and take attributes into account. These levels are used when the game calculates whether you've succeeded or failed in a specific task. If you want to view your pure base skill level without Strength, Dexterity, Intelligence, armor, weapons, and magical item effects, check **Show Real**.

Ability effects for each skill are listed in the facing table, and also under each skill.

Developing Your Attributes

Every time you successfully use a skill that is based on one of your attributes — Strength, Intelligence or Dexterity — that attribute is also fractionally improved. As with skills, you'll see an onscreen message whenever it rises. However, the attribute improvement is even slower than the skill improvement mentioned above. Advancement at higher levels is slower than advancement at lower levels. The closer you get to Grand Master status (level 100), the less attributes affect your skill. (In other words, attributes have more of an effect when you're learning.)

You can temporarily increase attributes through potions, bonuses and magical spells. When this happens, the skills are checked against that attribute's current value. So, if you drink a potion that gives +5 Strength, that will help any skill that uses Strength.

Improving Skills

Every time you successfully use a skill, you fractionally improve your skill level. (It can take a lot of successes before that improvement is visible as an additional skill point, but you'll know when it happens because a text message appears onscreen.) The fractional improvement for some skills is greater than for others — figure that any skill you can attempt often and repeatedly (swinging an axe, Anatomy, or just about any combat skill) will produce significantly less improvement per success than skills that are harder to repeat — for instance, Animal Taming or Healing injured people.

If you feel that your skill has stagnated and you experience success nearly every time, it's time to move on to more difficult goals. For instance, in the trade skills, you can pick something with a slightly higher difficulty level. For skills like Animal Training, find more difficult animals to work with.

Your ability in a skill also improves when an underlying attribute improves, in proportion to that attribute's contribution to your ability — if your Intelligence rises ten points, your Inscription ability will rise a point, since Inscription ability is based 10% on your Intelligence. Also, the harder a challenge, the greater your reward (in improved skill) if you accomplish it.

Advancement at lower skill levels is much faster than at higher skill levels. In other words, it takes much longer to improve from a skill level of 90 to 91 than it does to improve from 10 to 11. This is because as you approach the upper limits of your training (100 unmodified skill), skill gains get farther and fewer between. Once you reach 100, you

Attribute Effects

Ability	Skill%	S%	I%	D%
Alchemy	90	-	5	5
Anatomy	100	-	-	-
Animal Lore	100	-	-	-
Animal Taming	80	14	4	2
Archery	90	5.5	-	4.5
Arms Lore	100	-	-	-
Begging	100	-	-	-
Blacksmithy	90	10	-	-
Bowcraft/Fletching	80	6	-	16
Camping	50	15	15	15
Carpentry	75	20	-	5
Cartography	85	-	7.5	7.5
Cooking	50	-	30	20
Detecting Hidden	100	-	-	-
Enticement	95	-	2.5	2.5
Evaluating Intellect	100	-	-	-
Fencing	90	5	-	5
Fishing	100	-	-	-
Forensic Evaluation	100	-	-	-
Healing	80	6	8	6
Herding	75	16	3	6
Hiding	100	-	-	-
Inscription	90	-	8	2
Item Identification	100	-	-	-
Lockpicking	75	-	-	25

Ability	Skill%	S%	I%	D%
Lumberjacking	80	20	-	-
Mace Fighting	90	9	-	1
Magery	85	-	15	-
Meditation	100	-	-	-
Mining	80	20	-	-
Musicianship	100	-	-	-
Parrying	90	7.5	-	2.5
Peacemaking	100	-	-	-
Poisoning	80	-	16	4
Provocation	95	-	.5	4.5
Remove Trap	100	-	-	-
Resisting Spells	100	-	-	-
Snooping	75	-	-	25
Spirit Speak	100	-	-	-
Stealing	90	-	-	10
Stealth	100	-	-	-
Swordsmanship	90	7.5	-	2.5
Tactics	100	-	-	-
Tailoring	75	4	5	16
Taste Identification	100	-	-	-
Tinkering	90	5	3	2
Tracking	75	-	12.5	12.5
Veterinary	80	8	8	4
Wrestling	90	9	-	1

Strength

Animal Taming, Archery, Blacksmith, Bowcraft/Fletching, Camping, Carpentry, Fencing, Healing, Herding, Lumberjacking, Mace Fighting, Mining, Parrying, Swordsmanship, Tailoring, Tinkering, Veterinary, Wrestling.

Intelligence

Alchemy, Animal Taming, Camping, Cartography, Cooking, Enticement, Healing, Herding, Inscription, Magery, Poisoning, Provocation, Tailoring, Tinkering, Tracking, Veterinary.

Dexterity

Alchemy, Animal Taming, Archery, Bowcraft/Fletching, Camping, Carpentry, Cartography, Cooking, Enticement, Fencing, Healing, Herding, Inscription, Lockpicking, Mace Fighting, Parrying, Poisoning, Provocation, Snooping, Stealing, Swordsmanship, Tailoring, Tinkering, Tracking, Veterinary, Wrestling.

Non-Dependent on Attributes

Anatomy, Animal Lore, Arms Lore, Begging, Detecting Hidden, Evaluating Intellect, Fishing, Forensic Evaluation, Hiding, Item Identification, Meditation, Musicianship, Peacemaking, Remove Trap, Resisting Spells, Spirit Speak, Stealth, Tactics, Taste Identification.

become a Grand Master of that skill. At high levels, you also gain the ability to add a "Maker's Mark," or permanent signature, to exceptional items you craft using Blacksmithy, Tinkering, Tailoring, Cooking, Inscription, Bowcraft/Fletching and Carpentry.

You can buy your way into a new skill by training through an NPC. However, be aware that when you do this, any attributes that affect that skill (Str, Int, and Dex) won't be as high as if you'd practiced that skill to learn it. A trainer can train you up to 1/3 of his or her skill. For example, an NPC with 90 Animal Lore can only train you up to 30. (See **NPC Trainers**, p. 238, to see skill levels for trainers.)

Skill Delays

Some skills require you to wait in between attempts, such as Hiding. A message will appear onscreen if you try. If you can't use a skill, try waiting a few minutes.

Power Hour

If you see the message "You are in your power hour!" get ready to work on your skills. What that means is that the amount of skill you gain with each success is greater than normal, and you even receive some skill gain with failures. This is a good time to try out something you're not sure you can make yet. One "power hour" comprises 60 minutes of real time. You get them periodically throughout your career. (To find out when your next one is, just say "powerhour.")

Macros

NOTE! Unattended macroing is not allowed! If you go off to lunch and leave your character merrily macroing away, you are subject to the wrath of a Game Master!

Whew! That said, let's introduce macros. What are they? What do they do?

Macros are all about eliminating repetition, particularly with respect with the trade skills. (Many skills, however, do not allow macroing.) The built-in macro system essentially let you create a "script" that executes many consecutive actions whenever you activate it. This saves time, as well as wear and tear on your hand and mouse. For instance, you can set up a script to use the Disarm attack you get when your Wrestling skill gets high enough.

At the heart of macros, you'll find simple key commands that are called by a saved script. Each line in the macro script file performs a different action. However, don't let this fool you. Macros can quickly become extremely complex and specialized. Check out **Macros** (p. 200) for details.

Skill Locks and Management

You can possess a total of 700 skill points total, spread out over all skills. Additionally, each real (unmodified) skill level can only be improved to 100. Basically, this means you can specialize in a few things, or spread your skills out more thinly and experience less success with each one. If you're already at your skill cap, you can't improve your skills or train in something new.

So, what happens if you've used up all 700 points and still want to improve a skill that hasn't yet reached its peak? Simple — you can specify that a lesser-used skill should be diminished. The Skills window gives you control over which skills are improved, locked at a certain level, or decreased as other skills improve. If the arrow to the right of a skill name points up, the skill will improve with use. If the arrow points down, the skill atrophies as you improve other skills. If a padlock appears, the skill is locked at its current level. To toggle the setting, click on the arrow or padlock icon. You'll want to take advantage of this technique, especially since not all skills need to be at 100 to be used effectively. Most players choose to lock skills they don't need to use very often or that are already fairly successful at the current skill level.

Also, you may want to arrange your skills into different categories. The Skills window has a few preset groupings — Uncategorized, Combat Ratings, Lore and Knowledge, and Actions. You can expand each group by clicking on the arrow to the left of its name. To move a skill to another category, click-and-drag it and then drop it on top of a new category name. Or, create a new category by clicking **New Group** and rename it by clicking on its name and typing.

*IMPORTANT NOTE: Make sure that you select **Show Real** or **Show Unmodified** (depending on whether you're using the 2D or 3D client) before viewing skills for point management reasons. If you don't, the skill level reflects your attribute effects on that skill, not the true number of points allocated to that skill.*

Skill Success

There's one general rule about successes and failures. If you fail several times in a row, you probably don't have a high enough skill level yet. With trade skills, this can cause you to lose materials. Failure might not cause much of a problem in some skills, but with others (such as botching a Remove Trap attempt), you may see a detrimental effect.

If you succeed a few times out of 10 tries, you'll probably see visible improvement in your skill. But if you succeed nearly every time, you're not going to improve very much — it's time to try a more difficult monster, spell, item, etc. Always challenge yourself for the best improvement. It's okay to fail some of the time — that means you're learning!

Each skill has its own method of determining when you can successfully use it. Trade skills use an entirely different method.

Normal Skills

Everyday skills like Stealing, Taste Identification, Arms Lore, Animal Taming, and Parrying have fairly predictable formulas based both on the skill and your attributes. Keep in mind that improving attributes will improve a skill that depends on those attributes. Additionally, any temporary boost (like a Strength potion) effectively increases your skill through that attribute.

When possible, we've included a rough approximation of skill levels you need to perform a certain skill with 1%, 25%, 50%, 75% and 100% success rates in each skill writeup. Keep in mind that the skill numbers are not exact and may vary by a point or so either way.

Trade Skills

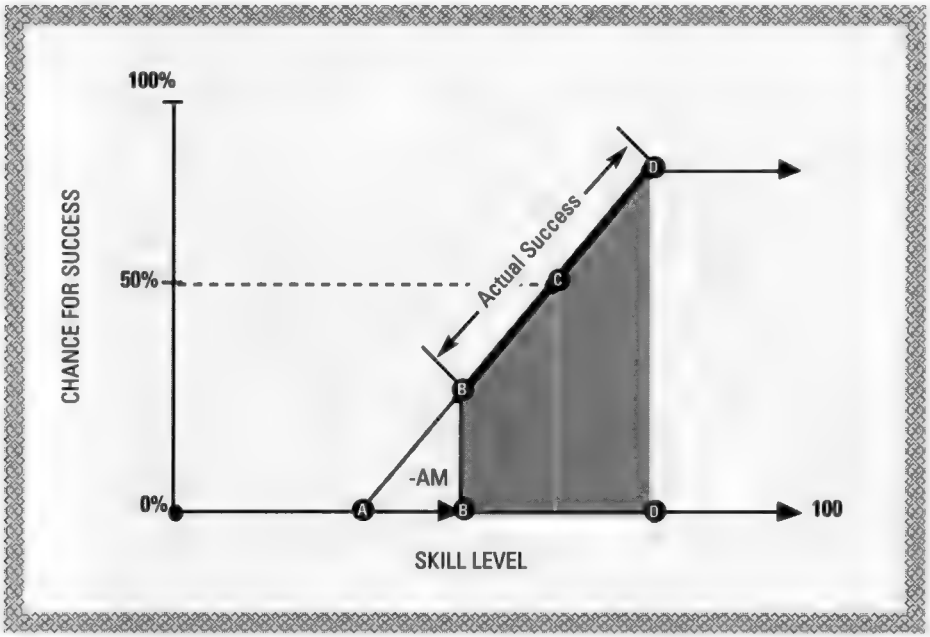
For crafted items, we've included the approximate skill level you need to have a 1%, 25%, 50%, 75% or 100% chance of successfully crafting an item.

Note that with crafts, some items of "exceptional" quality can be made. Your chance of making an exceptional item increases as you approach level 100 in that skill. Past 95.1, you receive an extra .3% chance per .1 points of improvement. So, for each extra point of skill, you get about an extra 3% chance of making an exceptional item. The maximum bonus is 15%.

How Skill Is Calculated

This is easiest to see in the graph to the right. You have a chance to successfully make an item at Point B, and by the time your skill rises to Point D, you will make that item with success nearly every time. Basically, each item or skill has a *difficulty* that sets the midpoint (50%, at C) chance for success. Another number determines how narrow or wide a *range* extends to the left and right of that midpoint. A large number means that you must earn a lot of skill points to master the skill — for instance, you might start learning at level 5, but not master it until close to level 80. A smaller number means you need fewer points — perhaps you have a 0% chance at level 40 and 100% chance at level 60. Finally, the *attribute modifier* (-AM) simply eliminates some of the early chances and means you'll start making a particular item at a higher success rate — for instance, Tailored items start with a 50% success rate.

The rule of thumb with crafting is that if you fail, try to make something else, or in the case of non-crafting skills, try another target or move to another location. You get more skill benefit from making something more difficult, but failure can cost you in materials.



About Trade Skills

Trade skills involve making items. First, make sure you have the right type and units of material in your backpack. Next, to activate a trade skill, double-click on the tool for that skill (see individual skill writeups for tool listings), either in your paperdoll's hand or in your backpack. For most trade skills, this displays the Skills window. The left side of the window lists categories of items. Clicking on a category displays a list of related items in the right side of the window. To select an item, click the swoosh-shaped icon to the left of its name. To view your chance of success, as well as what you need to make the item, click the square icon button to the right of its name.

Trade Screen Window

Whenever you double-click a trade tool (smith's hammer, sewing kit, etc.), a window appears (see next page). It lists item categories and items in that category. Only items for which you have the necessary skill and materials or reagents appear in this list.

Other buttons also appear (though they may not all appear at all times).

LAST TEN. Shows last 10 items you made (click to show only items you've made recently).

MAKE LAST. Makes last item you made (click to make item).

REPAIR ITEM. Repairs an item (use targeting cursor to point to item in pack).

SMELT ITEM. (Blacksmithy only) Melts down item (use targeting item to point to item on ground or in pack). You must be near an anvil.

MARK ITEM. Places a maker's mark on exceptional items (not all items are markable). Clicking this option toggles it between Mark Item, Prompt for Mark, or Do Not Mark.

IRON. Currently selected type of ingots or ore (click, then choose a different type).

NOTICES. Displays messages regarding the selected item or skill.

(Curved arrow icon). Crafts that item if you have the have necessary skill and materials.

(Scroll icon). Displays another window that shows information about how much material is required for that item, your chance of successfully crafting it, and your chance of making an exceptional version of that item. It also shows the minimum skill required to start attempting that item.

Other Actions. Some of the trade skills offer the option to repair or destroy existing items, or in the case of Inscription, copy a book or scroll. For these actions, a targeting cursor appears when you select the trade action. Target the item you wish to affect — for example, an old weapon or piece of armor, clothing item, or book.

More About Trade Skills

Materials. Crafting requires supplies (cloth, ingots, wood, etc.). Most supplies must be converted into usable form — bolts of cloth to cut cloth, ore to ingots, etc. The basic conversion action is usually listed as the first item in the applicable skill's window. If you fail while crafting an item, you can lose up to 50% of the material required to craft that item.

Some materials (like ore) are very heavy. If you're not ready to craft but want to keep your supplies, go to an NPC banker and buy a **commodity deed**. Double-click on it and target a stacked pile of items (bolts, cut cloth, ore, etc.). The bank will store your raw materials, and the deed is proof that you own them. Keep the deed in your backpack (but not in a container that might be stolen). When you wish to reclaim your supplies, put the deed in your bank box. (To activate your bank box, go to any bank and say "bank.")

Tools. Normal crafting tools can be used between 25 and 75 times, while exceptional ones can be used about twice that many times. You should always keep a backup tool with you (or learn how to make it) if you're going to be away from town.

Grand Master status. Once you earn 100 points in a trade skill, you become a Grand Master of it. Some trade skills have a specialization you can learn once you achieve GM status — Alchemy (Glass Blowing), Carpentry (Masonry) and Mining (Stone/Sand Mining). But, first you must visit the gargoyle city in Ilshenar and purchase the proper book and tool to gain that specialization. There, you'll find merchants who sell books and tools for specializations.

Vendors. After a while you may find yourself running low on inventory space for your crafts. At this point, you may want to set up an NPC vendor. Place your vendor in a shop in a well-travelled location and arrange the inventory. Then, simply stock the vendor and have him sell your wares while you're off crafting. Vendors require some amount of management, but many players enjoy this. See **Vendors**, p. 221.

Bulk Orders. At the time of print, only Blacksmiths could receive and fill bulk orders. BODs (bulk order deeds) and LBODS (large bulk order needs) are randomly awarded when you sell items to vendors. What you sell a vendor — in terms of type or quantity — doesn't matter. Valorite plate or iron ingots give you the same chance of receiving a deed.

A BOD/LBOD is a scroll that requests a certain number of units of a certain good. The large ones may even ask for entire suits of exceptional valorite armor. If you make the order and combine the goods with the deed, you can give it to the vendor for payment and a reward. (Note: Soon, other trade skills may have bulk order systems implemented as well. Right now, it's still in the works.)

SKILL DESCRIPTIONS

Along with a short introduction on trade skills, the rest of this chapter discusses individual skills. It's intended to get you started without giving away everything — half of the fun of the game is learning something new and unexpected. However, you can check out **Web Sites** (p. 181) for a detailed list of sites. Most of them contain a wealth of information on each skill, enough to fill several strategy guides!

Here, for each skill, you'll see the following information:

Text description. A short introductory paragraph on what this skill does, and some common uses.

How to Use. Basic instructions on how to invoke the skill.

Basic information. What attributes affect the skill, what starting equipment you get by selecting this as a starting skill, tools and materials, trainers, whether or not you can use macros with this skill, the best way to use the skill to earn money, and good places to get started.

Specific trade item information. For trade skills, what you can make, when you can make it with varying levels of success, type and number of ingredients, and any specialties you can earn in that trade skill.

Tips. A few hints and strategies to get you started and help you decide what skills to take. Many of the Ultima Online sites listed starting on p. 181 have excellent guides for each profession and skill and can provide additional, in-depth information.

Success Chances. Where possible, we've included a rough approximation of skill levels you need to perform a certain skill with 1%, 25%, 50%, 75% and 100% success rates. Keep in mind that the skill number are not exact and may vary by a point or so either way. And, there's always the chance that a patch may change them. Treat them as a rough idea, not an absolute.

Any numbers in parentheses, like (105) indicate that you will need attribute boosts or bonuses from spells, potions or items to achieve that level of success. Also, some 100% success limits are extrapolated values that are not currently achievable in the game. We've included them anyway, just in case you can achieve them in the future.

Alchemy

Alchemists create potions using a mortar and pestle and reagents, bought from alchemists and herbalists, respectively. The resulting potions are automatically put into empty bottles in your backpack.

If you have a potion keg, you can add potions to it by dragging the potion onto the keg. Each keg can hold 100 units of a single type of potion. Double-click on a keg to see how many potions it currently contains. If you run across a keg and you don't know what potion is in it, try using Taste Identification. You don't need much skill to identify its contents.

Once you reach Grand Master status (skill level 100), you can learn Glass-blowing.

Note: Canceling (ESC) destroys ingredients.

HOW TO USE: Double-click your mortar and pestle, click on a potion category, and click on a specific potion name.

Affected by (%)	Skill 90 / Int 5 / Dex 5
Starting Equipment	1 mortar and pestle, 4 empty bottles, 3 Black Pearl, 3 Garlic, 3 Ginseng, 3 Spider's Silk
Tools	Mortar and pestle
Materials	Reagents, sand (for glass-blowing)
Trained by	Alchemist, herbalist
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Sell potions ID poisonous foods/drinks
Complementary Skills	Magery, Poisoning, Taste ID
Best Locations	Moonglow (reagent vendors), Britain

Potions/Success Chance

Potions are concocted from reagents: BP = Black Pearl, BM = Blood Moss, Ga = Garlic, Gi = Ginseng
MR = Mandrake Root, Ni = Nightshade, SS = Spider's Silk, SA = Sulphurous Ash

Category	Intensities	Reagents	Effect	Color	1%	25%	50%	75%	100%
Refresh	Refreshment	1 BP	+Stamina	Red	-	-	0	12	25
	Total Refreshment	5 BP			25	37	50	62	75
Agility	Agility	1 BM	+Dexterity	Blue	16	27	40	52	65
	Greater Agility	3 BM			36	47	60	73	85
Cure	Lesser Cure	1 Ga	Cures poison	Orange	-	2	15	27	40
	Cure	3 Ga			25	37	50	62	75
	Greater Cure	6 Ga			65	77	90	(102)	(115)
Heal	Lesser Heal	1 Gi	+Health	Yellow	-	-	0	12	25
	Heal	3 Gi			16	27	40	52	65
	Greater Heal	7 Gi			55	67	80	92	(105)
Strength	Strength	2 MR	+Strength	White	25	37	50	62	75
	Greater Strength	5 MR			45	57	70	83	95
Poison	Lesser Poison	1 Ni	-Health	Green	-	7	20	32	45
	Poison	2 Ni			16	27	40	52	65
	Greater Poison	4 Ni			55	67	80	92	(105)
	Deadly Poison	8 Ni			90	(102)	(115)	(128)	(140)
Night Sight	Night Sight	1 SS	Casts Night Sight	Gray	-	-	0	12	25
Explosion	Lesser Explosion	3 SA	Explosion dmg.	Purple	5	17	30	42	55
	Explosion	5 SA			36	47	30	73	85
	Greater Explosion	10 SA			65	77	90	(102)	(115)

Specialization: Glass-Blowing

Alchemists gain the ability to craft glass items at the level of Grand Master. However, this specialized skill requires you to read a Gargoyle book on Glass-blowing and acquire a glass-blowing tool (blow pipe) from the gargoyle city in Ilshenar.

You select glass-blown items from the menu, similarly to how you concoct potions. When you learn glass-blowing, you'll be able to make the items listed below, but you can't add maker's marks to them. You must have sand to craft glass items, as well as a high enough skill specialization. While sand is difficult to obtain, Miners can gather glass-quality sand at Grand Master level and keep you in supply.

Items/Success Chance

Category	Item to Make	Material Needed	1%	25%	50%	75%	100%
Glass-blown items (100 skill necessary)	Empty bottles	1 Sand (yields 5 bottles)	-	-	-	-	(103)
	Small flask	2 Sand	-	-	-	-	(103)
	Medium flask	3 Sand	-	-	-	-	(103)
	Curved flask	2 Sand	-	-	-	-	(103)
	Large flask	4-5 Sand	-	-	-	-	(109)
	Bubbling flask	5-7 Sand	-	-	-	-	(110)
	Empty vial rack	8 Sand	-	-	-	(102)	(115)
	Full vial rack	9 Sand	-	-	-	(102)	(115)
	Hourglass	10 Sand	-	-	100	(112)	(125)

Alchemy Tips

- You have to have one hand free in order to drink a potion.
- Healing, Cure and Refresh potions (especially the Greater ones) are popular items to sell to other players.
- Something that's easy to forget as a new alchemist is that potions must go into bottles. If you run out of them, you can't make the potion. Make sure you keep a steady supply on hand! A good way to gather them is to mop up after a major battle.
- Putting a bunch of empty bottles into a bag is a great idea... especially if you're going to sell the entire bag to another player. It saves time later.
- If you sell potions to NPCs, you don't get to keep the empty bottles. But, if you drink them yourself, you get to keep them. Similarly, other players can give you bottles after they've quaffed the contents.
- The Explosion potion has an area-effect and can hit people you suspect but can't see... perfect for the really evasive types!
- To stack reagents efficiently, just drag-and-drop them onto your character, or on top of a container in your backpack. This prevents you from having to stack them yourself.

Anatomy

The Anatomy skill displays messages about the target's Strength and Dexterity (see below). Use Anatomy during combat to assess how dangerous an animal, player or monster is. Your Anatomy skill is automatically used whenever you fight an opponent. However, you can also deliberately invoke this skill by selecting it and then targeting a person or creature. In this case, success displays a blue health bar under the person or animal you're examining, along with the normal text message.

HOW TO USE: Enter combat. Or, click the Anatomy blue skill gem, then click on the character or animal to examine.

Affected by (%)	Skill 100
Starting Equipment	1 yellow robe, 3 bandages
Trained by	Artist, Butcher, Healer Guildmaster, Sculptor, Wandering Healer
Improve by	Using Anatomy, Healing skills; Fighting (automatic; gives up to 20% boost to damage)
Macros allowed?	No
Gain income by	None, unless selling service to players
Complementary Skills	Wrestling (helps you stun opponents), Healing (60+ in Anatomy heals poison, 80+ resurrects dead players)
Best Location	Woodlands

Success Chance

Chance of success is equal to your current skill level.

Anatomy Messages

Attribute (Target)	Strength	Dexterity
1-10	Rather feeble	Very clumsy
11-20	Somewhat weak	Somewhat uncoordinated
21-30	Normal strength	Moderately dexterous
31-40	Somewhat strong	Somewhat agile
41-50	Very strong	Very agile
51-60	Extremely strong	Extremely agile
61-70	Extraordinarily strong	Extraordinarily agile
71-80	Strong as an ox	Moves like quicksilver
81-90	One of the strongest people you have ever seen	One of the fastest people you have ever seen
90+	Superhumanly strong	Superhumanly agile

Anatomy Tips

- High Anatomy can add a considerable amount of damage to each successful hit with your weapon.
- Anatomy also positively affects Healing and can dispel more damage.
- Anatomy helps in many other skills – Wrestling, Healing and Tactics.

Animal Lore

Animal Lore enables you to evaluate wild animals, as well as assess the loyalty of tamed pets (except mounts with riders). To use this skill, select the skill and then target the animal, monster or pet on which to use the skill. Success gives you information that displays in your text area.

By using Animal Lore on a wild creature, you can gain information about its level of magical ability, training, owner history (if tameable), preferred diet, as well as what resources it will yield if killed.

Affected by (%)	Skill 100
Starting Equipment	1 shepherd's crook 1 green robe
Trained by	Animal Trainer, Rancher, Ranger, Ranger Guildmaster, Vegetable Seller, Veterinarian
Improve by	Using skill
Macros allowed?	No
Gain income by	None, except for providing services to players
Complementary Skills	Animal Taming, Veterinary
Best Location	Woodlands

Success Chance

Chance of success is equal to your current skill level.

Pet Loyalty

By using Animal Lore on a pet, you can measure its loyalty.

Pet's Mood	Loyalty
Wonderfully happy	Extremely high
Extremely happy	Very high
Very happy	High
Rather happy	Good
Happy	Good
Content	Neutral
Content, I suppose	Neutral
Unhappy	Low
Rather unhappy	Low
Extremely unhappy	Very low
Confused	Extremely low

Animal Lore Tips

- A good Animal Lore skill can assist you in taming animals. Once they're tamed, you can use this skill to check a pet's loyalty.
- Using this skill at above 60 allows you to cure poisoned animals with the Veterinary skill.
- If you fail on an attempt, you can keep trying on the same animal. However, you won't gain additional skill until you succeed on another animal.
- There's not much use in taking this skill if you don't also take Animal Taming.

Animal Taming

Animal Taming enables you to train one or more wild animals and make them pets. Training may take a while, and animals cannot be trained if they're taking damage or fighting, or if they move out of your line of sight or too far away from you. Once a pet is trained, you can rename it by left-clicking-and-dragging to open its character window. Tamed pets can be sold to other players, but the more owners it has had, the harder it is to tame.

To keep a pet tame, you must keep its loyalty by keeping it well-fed, staying near it at all times, and giving it commands it can easily follow. Pets revert back to wild animals if left alone in the wild for too long, or if loyalty drops too low. You can always re-tame a pet you tamed previously.

If you're going to log out of the game, you can find an Animal Handler and stable your pet for a fee, about 30gp per week. You must claim the pet within seven days, however, or the pet will be released. See **Hirelings and Pets**, p. 34, for more information about interacting with and commanding your pet.

Finally, some pets can provide transportation. Horses, Llamas, Ostards, Unicorns, Nightmares and Ki-rin are rideable. To mount this type of pet, double-click on it and use the normal walk and run commands to move. Keep in mind that an unloyal mount will buck you off.

HOW TO USE: Left-click on a tameable animal, then click **TAME** in the box that appears. Or, click the Animal Taming blue skill gem, then target the animal you wish to tame.

Affected by (%)	Skill 80 / Str 14 / Int 4 / Dex 2
Starting Equipment	1 shepherd's crook
Trained by	Animal Trainer, Fur Trader, Ranger
Improve by	Using skill
Macros allowed?	No
Gain income by	Selling trained animals Using trained animals as weapons to kill/loot other animals
Complementary Skills	Animal Lore, Veterinary, Tracking
Best Location (young)	Delucia (town), Britain, Crossroads, Jhelom (woods)

Animal Taming Tips

- If the animal moves behind a structure before being tamed, use the Circle of Transparency option to "remove" roofs and walls you walk near.
- Feeding your pet is important. Check out the creature section to find out what your particular pet craves.
- Pets can be attacked. If you have created two pets, tell them to follow you, and guard one another. This not only watches your back, but it also helps keep your pets safer.
- Even at high skill level, it can still be difficult to tame a dragon or other large beast.
- If you plan to keep a pet for awhile, make sure you rename it. That makes commanding the pet a lot easier. Also, by leaving the name "bubble" onscreen, you can click on it to quickly target the pet.
- If you want to learn this skill, look for the town's stable. The stablemaster can train you in this skill — for a fee.
- Your pets' skills can improve with use.

Tamable Creatures/Success Chance

The following table lists the approximate skill level at which you can tame creatures with varying success.

Creature	1%	25%	50%	75%	100%
Dog	-	-	5	17	30
Rabbit, gorilla, easy mongbat	-	-	6	19	31
Forest bird, tropical bird	-	-	12	25	37
Raven (varies)	-	5-10	18-23	31-36	43-48
Cat, chicken, goat, sewer rat, town rat	-	12	24	37	49
Cow, goat, pig, pack horse, pack llama, woolly sheep	11	24	36	49	61
Eagle	17	30	42	55	67
Doe, frog, slime, timber wolf	23	36	48	61	73
Giant rat, big pig, horse, war horse*, desert ostard, forest ostard	29	42	54	67	79
Llama (varies)	30-36	41-48	54-60	67-73	79-85
Black bear, polar bear, walrus	35	48	60	73	85
Brown bear, cougar	41	54	66	79	91
Alligator, giant scorpion	47	60	72	85	97
Panther, snow leopard, grey wolf	53	66	78	91	103
Giant spider, grizzly bear, small snake	59	72	84	97	109
White wolf	65	78	90	103	115
Bull, cat, mongbat	71	84	96	109	121
Frost spider	76	88	101	113	126
White wolf, timber wolf	77	90	102	115	127
Giant frog, evil ostard	79	91	104	116	129
Lizard Giant	82	94	107	119	132
Dire wolf, imp, savage ridgeback	83	96	108	121	133
Hell hound	74	87	99	112	124
Predator hellcat	89	102	114	127	139
Dragons	95	108	120	133	145
Drake, dark/silver steed, nightmare, ki-rin, unicorn	97	109	122	134	147
White wyrm	97	109	122	134	147

Pet Commands

You can rename a pet by clicking it and dragging the cursor off of it. Click on the name and type in a new one. Once you name a pet, you can type the pet's name followed by a command given below. You can also issue commands to pet at any time by left-clicking on the pet and selecting a command in the window that appears. Some commands display a targeting cursor; click on the target for that command (such as yourself for "Follow").

See p. 35 for a list of pet commands.

Pet Transfer

In order to give or sell a pet to a new owner, the pet must have some amount of loyalty to both players. The buyer must have a high enough Animal Taming skill to handle the pet, and he or she can't be an enemy of yours (such as a member of an opposing guild). Finally, a summoned pet cannot be traded.

To transfer a pet, type its name and the transfer command (i.e., "Cujo transfer"). Target the new owner to open the trade window. A pet is traded just like any other item, and both you and the buyer must agree to the trade for the transfer to occur.

Archery

Archery involves the skilled use of a bow and arrow or crossbow and bolt. Archers are a valuable asset to a group, as they can deliver damage from further away than meleers in the group. Be sure to remain still, since moving decreases your accuracy. To practice this skill, you can target an archery butt, found in most bowyer and fletcher shops. (But, stay out of War mode to avoid accidental casualties. And don't forget to pull your arrows out of the butt... many people don't realize this.)

Archers spent a lot of time hunting in the wild. Therefore, it's a good idea to learn Bowcrafting/fletching and Lumberjacking at some point so that you can make your own arrows and bolts. This can be quite profitable, since you can harvest lumber and sell crafted bows (which are lighter than lumber, and bring around 30gp apiece).

Success Chance

Success depends on enemy's Tactics. See **How Combat Works**, p. 187, for details.

Archery Tips

- Don't forget to bag a bird every once in a while for feathers if you make arrows.
- After you shoot, don't move until your arrow finds its mark. Otherwise, you miss.
- You must have line of sight on your target.
- The higher your Dexterity, the quicker you can get off another shot. Try drinking an Agility potion before a big battle.
- Your bow condition can play a part in how good your Archery is. Use Arms Lore to find out how worn it is.

HOW TO USE: Place your bow or crossbow in your hand, activate War mode, then target an enemy and fire.

Skill	Skill 90 / Str 5.5 / Dex 4.5
Starting Equipment	1 bow 25 arrows
Trained by	Bard, Bard Guildmaster, Bowyer, Mercenary, Ranger, Ranger Guildmaster
Improve by	Using a bow or crossbow Firing at an archery butt
Macros allowed?	No (combat); Yes (inside house)
Gain income by	Hunting, then selling meat and hides; adventuring with a group for loot
Complementary Skills	Anatomy (improved by Archery; increases damage you can do), Bowcraft/Fletching (craft arrows and bolts), Lumberjacking (cut wood), Tactics
Best Location	Britain, wooded areas near Vesper, Yew, Delucia

- When you're young, stick to small forest animals. After earning 35 points or so, move on to the smaller undead creatures (skeletons and wraiths). You can start hitting larger critters like Orcs around 50. Once you're approaching the 90s, you can start taking on bigger, badder enemies. Save the dragons, however, until you're a Grand Master — they tend to lounge in the graveyards of Moonglow and Britain.
- Archery is one of the more difficult fighting skills to master because you need to have very high Dexterity for consistent hits.
- If you plan to hunt alone, Magery or Hiding can help you stay out of trouble.

Arms Lore

The Arms Lore skill helps you assess the condition of weapons and armor, which wear out with use. When you successfully use this skill, a message appears onscreen that describes its uses and condition (see below). Damaged items may be taken to a Blacksmith for repair, so obviously, Blacksmithy is a strongly related skill.

You can examine your own weapons in hand or in your backpack. You can also open someone's paperdoll and assess the weapon they're wielding. Finally, you can examine a weapon on the ground.

HOW TO USE: Click blue Arms Lore skill gem, then target weapon or armor.

Affected by (%)	Skill 100
Starting Equipment	1 random weapon
Trained by	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith, Weapons Trainer, Fighter, Warrior, Mercenary, Paladin, Merchant Guildmaster and Warrior Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Determining quality of armor and weapons for other players
Complementary Skills	Cartography, Item Identification (to assess magical properties), Tactics and Parrying (improve in combat), Wrestling (can help disarm opponents)

Success Chance

Chance of success is equal to your current skill level

Assessment Messages

Upon successful use of this skill, messages appear that describe the item's condition and characteristics.

Condition (%)	Message
100%	Brand new
90%	Almost new
80%	Barely used, a few nicks and scrapes
70%	Fairly good condition
60%	Suffered some wear and tear
50%	Well used
40%	Rather battered
30%	Somewhat badly damaged
20%	Flimsy and not trustworthy
10%	Falling apart

Armor Rating	Message
31+	Is superbly crafted to provide maximum protection
26-30	Offers excellent protection
21-25	Is a superior defense against attack
16-20	Serves as sturdy protection
11-15	Offers some protection against blows
6-10	Provides very little protection
1-5	Provides almost no protection
0	Offers no defense against attackers

Avg. Weap Dmg.	Message
26+	Would be extraordinarily deadly
21-25	Would be a superior weapon
16-20	Would inflict a lot of damage, pain
11-15	Would probably hurt opponent
6-10	Would do some damage
3-5	Would do minimal damage
0-2	Might scratch your opponent slightly

Arms Lore Tips

- This skill is a good accompaniment to Blacksmithing because you can find out how valuable something is, then either melt it down or repair it.
- Arms Lore can reveal whether a weapon is poisoned, or whether goods you want to buy are poisoned.
- At higher levels, Arms Lore and Wrestling can be used together to disarm an opponent. (See Wrestling entry.)

Begging

Begging is the solicitation of coins from vendors, guards, and other non-player characters (NPCs). Successful use of the Begging skill can yield a few coins from an NPC (anywhere from 1 to 10), but has no effect on monsters. Begging from other players doesn't involve using this skill, and may in fact annoy other players. With actual players, you're probably better off playing the newbie card in your younger hours. ("Help! I'm just a poor lad with no weapons and armor. Spare a shield, good sir?")

HOW TO USE: Click Begging blue skill gem, then target NPC from whom you wish to beg.

Skill	100%
Starting Equipment	—
Trained by	Beggar, Gypsy
Improve by	Using skill
Macros allowed?	No
Gain income by	Using skill
Complementary Skills	Snooping (to see inside backpacks)

Success Chance

Chance of success is equal to your current skill level.

Begging Tips

- One plus to this skill is that if you die, you don't lose need to reacquire weapons or crafting tools to resume your career.
- Look for towns with lots of NPCs — it will be more profitable to you. But instead of targeting vendors, look for noble fighters and adventurers.
- Once you sucker an NPC into a few gold pieces, you can beg from that same NPC and be fairly assured of success... at least until he or she runs out of money.
- Begging costs karma, so you may need to find out what small tasks you can do to raise karma in that area, and go for them. You can also visit a shrine and use its mantra.
- A beggar's biggest enemy is someone with Snooping and Stealing skills.
- At higher levels, try to visit as many NPCs as you can throughout the land. Sometimes, you'll run across one that makes begging from other NPCs of that type a lot easier.

Blacksmithy

The Blacksmithing skill enables you to forge or repair saleable weapons and armor. However, you must be close to an anvil and forge in order to repair or create new items. Also, the type of items you can make depends on your skill and ingot inventory. When you become very skilled in the art of Blacksmithy, you can put your personal maker's mark on items.

HOW TO USE: To forge an item. Stand near a forge and anvil. Double-click on a smith's hammer, sledgehammer or tongs. Click on a category, then click on a specific item to craft it. Once you succeed in creating an item, it's placed in your inventory.

To repair an item in your possession. With the item in your backpack, double-click the smith's hammer or sledgehammer. Click **Repair Item** in Blacksmithing menu (do not select an item). How well you can repair an item depends on your skill.

To melt down an item. With Mining, you can click **Smelt Item** in the Skills window instead of selecting an item. The number and type of ingots you recover depends on your Mining skill, the item's condition, and its material.

Affected by (%)	Skill 90 / Str 10
Starting Equipment	Brown apron, leather gloves, smith's hammer, 50 iron ingots
Tools	Forge, anvil, smith's hammer, sledgehammer
	Tongs
Materials	Ore
	Ingots
	Used weapons and armor
Trained by	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Crafting and selling forged items
	Repairing items for players
	Fulfilling bulk-order deeds for vendors
Complementary Skills	Mining (to smelt ore into ingots)
	Tinkering (to make new tools)
	Arms Lore (assessing weapons and armor)

Blacksmithy Tips

- It's worth noting that wearing metal armor knocks down your Dexterity, which in turn, diminishes your Stamina.
- To complete a large bulk order, you must have the equivalent small bulk orders. For this reasons, trading BoDs is necessary — an order for 10 plate gorgets can't be used to fulfill part of the BoD that specifies 15 suits of plate mail.
- If you've got Tinkering as an additional skill, you can avoid having to carry about duplicate smithing tools. In the case of breakage, simply make another one.
- If you plan to mine your own ore (which you should), increasing Strength should be of prime concern to you. Ore is heavy, and any extra stuff you carry greatly impedes your carrying ability. Beat a few training dummies with a mace to boost strength, or buy a pack horse.
- Properly advertising your services and forming customer trust are important parts of doing business.
- You can use rare metals to create colored weapons and armor, but you'll need a Runic Smithy Hammer of the right ore type and the minimum Blacksmithy skill for success.

Items/Success Chance

Category	Item to Make	Material	1%	25%	50%	75%	100%
Ringmail	Gloves	10 Ingots	13	24	37	49	62
	Sleeves	14 Ingots	17	29	42	54	67
	Leggings	16 Ingots	20	32	45	57	70
	Tunic	18 Ingots	22	34	47	59	72
Chainmail	Coif	10 Ingots	15	27	40	52	65
	Leggings	18 Ingots	37	49	62	74	87
	Tunic	20 Ingots	40	52	64	77	90
Platemail	Gorget	10 Ingots	57	69	81	94	(107)
	Gloves	12 Ingots	59	71	84	96	(109)
	Arms	18 Ingots	67	79	91	104	(116)
	Legs	20 Ingots	69	81	94	106	(119)
	Tunic	25 Ingots	75	87	100	(112)	(125)
	Female	20 Ingots	45	57	69	82	95
Helmets	Helm	15 Ingots	57	69	81	94	(107)
	Bascinet	15 Ingots	59	71	84	97	(109)
	Norse helm / close helm	15 Ingots	39	50	63	75	88
	Plate helm	15 Ingots	63	75	88	100	(113)
Shields	Buckler	10 Ingots	-	-	0	12	25
	Bronze	12 Ingots	-	0	10	22	35
	Metal	14 Ingots	-	3	15	27	40
	Small kite	8 Ingots	-	0	10	22	35
	Dyeable kite	16 Ingots	5	17	30	42	55
	Heater	18 Ingots	25	37	49	62	75
Bladed Weapons	Dagger	3 Ingots	0	12	25	37	50
	Cutlass	8 Ingots	25	37	49	62	74
	Katana	8 Ingots	45	57	70	82	95
	Kryss	8 Ingots	37	49	62	74	87
	Scimitar	10 Ingots	32	44	57	69	82
	Broadsword	10 Ingots	36	48	60	73	86
	Longsword	12 Ingots	28	41	53	66	
	Viking sword	14 Ingots	25	37	49	62	75
Axe Weapons	Battle axe	14 Ingots	31	43	55	68	81
	Axe / Executioner's axe	14 Ingots	35	47	60	72	85
	Two-handed axe	16 Ingots	34	46	58	70	83
	Double axe	12 Ingots	30	42	55	67	80
	Large battle axe	12 Ingots	29	41	53	66	78
	War axe	16 Ingots	40	52	65	77	90
Pole Arm Weapons	Short spear	6 Ingots	32	44	57	70	82
	Spear	12 Ingots	40	52	64	77	90
	Warfork	12 Ingots	44	55	68	81	93
	Bardiche	18 Ingots	46	58	70	83	96
	Halberd	20 Ingots	50	62	74	87	99
Bashing Weapons	Mace	6 Ingots	15	27	39	52	65
	Maul	10 Ingots	20	32	45	57	70
	War mace	14 Ingots	28	41	53	66	78
	War hammer/Hammer pick	16 Ingots	35	47	60	72	85

Repair Contracts

As an able Blacksmith, you can offer one-time service contracts to other players. This is basically a method that allows you or an NPC blacksmith to repair someone's weapon without the owner having to remove it from his or her hand or backpack. It's a safety mechanism to prevent scamming and non-skill-based theft.

You can create a contract and give it to a player. The recipient can then, at any smithy shop, double-click that contract for a quick repair.

Be aware that repairing weakens the item slightly, and that failure on a repair attempt also weakens it. It is even possible to destroy an item while trying to repair it. (Keep enough coin on hand or in the bank to replace another player's weapon if this happens when they ask you to repair it.) The damage is less if you're a Grand Master or high-level blacksmith. Finally, beware of repairing equipment that belongs to guild members (shields with good/evil characteristics will be destroyed if you attempt to repair them).

HOW TO USE:

To make a contract. Double-click Blacksmithing tool and click **Repair**. Target blank scroll in your backpack. This creates a repair contract that notes your Blacksmithing level. You can't improve your skill by creating contracts, but you can sell them to other players.

To use a contract. Whether you're a Blacksmith or not, you can take a repair contract to any Blacksmith or Armory shop. Double-click the contract, then target the item to repair.

Bulk Order Deeds

Bulk order deeds (BoDs) are contract orders awarded by NPCs for a specific item. You can't ask for them — NPCs sometimes give them out when you sell your items to them. BoDs involve creating some number of items of a single type, either 10, 15 or 20 units. When you complete the order, you can drop the deed onto the NPC to get a reward. The reward consists of gold (or gold in the form of a bank check), some special item, and lots of fame. You won't know what or how much until you're done, though.

Currently, only Blacksmiths receive this type of deed. Double-clicking on the deed reveals what must be made, and the item requested depends on your Blacksmithing skill level. If you're below 70 skill, the order will be for one type of item, such as shields or a piece of armor. At higher levels, you may be asked to prepare suits of armor, or perhaps even exceptional suits. However, you must find smaller, matching orders for each component item; the quality, number, and type of metal must be identical. Once you've gotten the small orders crafted, you can double-click the large BOD and click **Combine** to specify that those items should be used to help fill it. The rewards for completing such a large bulk order are quite impressive.

Bowcraft/Fletching

The arts of Bowcraft and Fletching allow you to carve bows and arrows, along with crossbows and bolts. You can also craft new bows and, as your skill improves, crossbows. Once perfected, these skills can eliminate the need for frequent restocking trips into town, especially if you're also in the business of Archery.

To create an archer's item, double-click on your fletcher's tool. Then, select a category and item from the craft menu. Successfully crafted items appear in your inventory.

Affected by (%)	Skill 80 / Str 6 / Dex 16
Starting Equipment	Fletching tool, material for 2 bows, shafts, feathers
Tools	Fletching tool
Materials	Logs/boards, shafts, feathers
Trained by	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Crafting and selling items, repairing items for players, fulfilling NPC bulk order deeds
Complementary Skills	Lumberjacking (to obtain wood), Archery, Magery (for Teleport)

Items/Success Chance

You can't start creating Bowcraft/Fletching items until you have a 50% or higher chance of success.

Category	Item to Make	Material	50%	75%	100%
Materials	Kindling	1 Log	-	-	0
	Shaft	1 Log	0	20	40
Ammunition	Arrow	1 Shaft, 1 Feather	0	20	40
	Crossbow Bolt	1 Shaft, 1 Feather	0	20	40
Weapons*	Bow	7 Logs	30	50	70
	Crossbow	7 Logs	60	80	100
	Heavy Crossbow	10 Logs	90	(110)	(130)

* This skill must be at least 20 to create a crossbow; it must be at least 50 to create a heavy crossbow.

Bowcraft/Fletching Tips

- Get Lumberjacking and cut wood whenever you can — you'll need as much as you can carry once you start making crossbows.
- Picking up just enough Magery skill for Teleport can be a good idea. You'll find it a lot easier to get from Point A to Point B with a heavy load of weapons or wood.
- Start out by making arrows and using only small stacks of wood. That way, failing doesn't consume as much material. Throw in a bow every now and then. Once you never fail at making arrows, make bows — you don't need feathers.
- Keep a backup fletching tool and a supply of sharp, edged weapons on hand so you can keep transforming logs into boards, and boards into shafts, arrows, and bows/crossbows.

Camping

Campers can make a decent living by traveling across the land, making maps, and hunting and fishing for the necessities of life. If you're the rugged nature type, this skill can greatly assist you in your quest to become one with the Earth.

All good campers realize the value of mercenary guards... you can hire them to accompany you on a long journey to protect against the evils of the wild. Pets can also be a good source of protection, which is why Animal Training makes a good accompanying skill. So does Cooking, if you plan to be self-sufficient on the road.

Finally, campers can prepare a campfire by using an edged weapon to cut kindling from trees, then toss down a bedroll on any old rock or soft mound of grass and sleep safely (i.e., they can log out away from an inn). However, keep in mind that pets who are not stabled will soon wander off, as will guards and escorts.

HOW TO USE: Place kindling on ground and double-click it to start a fire. Then, place bedroll on ground next to fire and double-click bedroll.

Affected by (%)	Skill 50 / Str 15 / Dex 15 / Int 15
Starting Equipment	5 Kindling, bedroll
Trained by	Armorer, Blacksmith, Blacksmith Guildmaster, Weaponsmith
Improve by	Using skill
Macros allowed?	No
Gain income by	—
Complementary Skills	Cooking (for food)

Success Chance

Chance of success is equal to your current skill level.

Camping Tips

- Although you can log out by a fire, it might take time to start one. Also, make sure you log out before your campfire burns itself out.
- Camping is highly attribute-dependent, which means you don't need to spend a lot of time developing this skill. Its main benefit is that you can safely log out from anywhere.
- A campfire can be used to cook most foods, if you have a skillet or other cooking tool and some Cooking skill.

Carpentry

Carpentry is a trade skill that allows you to make increasingly complex items from wood and cloth. Using this skill has proven profitable for many characters, since everyone wants to outfit their house with finely crafted furniture bearing a maker's mark. Chests are one of the most-often requested items.

Since Carpentry requires wood, it's a good idea to learn how to cut your own with the Lumberjacking skill. Since many items require talent in other skills, Tinkering, Tailoring, Magery, Blacksmithing, or Musicianship can make a good secondary skill.

HOW TO USE: Double-click on any carpenter's tool. A window displays the items you can make (based on your skill and your supply of wood). For metal items, select the type of metal using the button above **EXIT**.

Affected by (%)	Skill 75 / Str 20 / Dex 5
Starting Equipment	Random carpentry tool, 10 logs/boards, brown apron
Tools	Dovetail saw, draw, froe, hammer, jointing plane (and nails), inshave, moulding plane, saw, smoothing plane, scorp
Supplies	Ingots, logs/boards, cloth
Trained by	Carpenter, Shipwright
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Crafting items to sell to vendors, making furniture and chests for player's houses
Complementary Skills	Lumberjacking (to cut wood), Tinkering (to make locked containers)
Best Location	Any city near a forested area

Items/Success Chance

You can't start creating Carpentry items until you have a 50% or higher chance of success. Also, a check is made against Tinkering when you make lockable items. If your skill is high enough, an item will automatically be created with a lock and key.

Skills in parentheses indicate other skills and levels necessary to complete that item.

Category	Item to Make	Material (Skill Needed)	50%	75%	100%
Other	Boards	1 Log	0	12	25
	Barrel staves	5 Logs	0	12	25
	Barrel lid	4 Logs	11	23	36
	Short music stand	15 Logs	79	92	104
	Tall music stand	20 Logs	81	94	(107)
	Easel	20 Logs	87	100	(112)
Furniture	Foot stool	9 Logs	11	23	36
	Stool	8 Logs	11	23	36
	Straw chair	13 Logs	21	33	46
	Wooden chair	13 Logs	21	33	46
	Vesper/Trinsic chair	15 Logs	43	55	68
	Wooden bench	17 Logs	53	65	78
	Wooden throne	17 Logs	53	65	78
	Magincia throne	19 Logs	74	86	99
	Small table	17 Logs	43	55	68

Category	Item to Make	Material (Skill Needed)	50%	75%	100%
Furniture (more)	Writing table	17 Logs	64	76	89
	Large table	23 Logs	64	76	89
	Yew-wood table	27 Logs	84	97	(110)
Containers	Wooden box	10 Logs	21	33	46
	Small crate	8 Logs	10	22	35
	Medium crate	15 Logs	31	44	57
	Large crate	18 Logs	47	60	73
	Chest	20 Logs	74	86	99
	Bookshelf	25 Logs	31	44	57
	Armoire (Normal, red)	35 Logs	85	97	(110)
	Keg	3 Barrel staves, hoops and lids	58	70	83
Staves, Shields, Poles	Shepherd's crook	7 Logs	79	92	(104)
	Quarterstaff	6 Logs	74	86	99
	Gnarled staff	7 Logs	79	92	(104)
	Wooden shield	9 Logs	53	65	78
	Fishing pole	5 Logs, 5 Cloth (40 Tailoring)	69	81	94
Instruments	Lap harp	20 Logs, 10 Cloth (45 Musicianship)	63	76	89
	Standing harp	35 Logs, 15 Cloth (45 Musicianship)	79	92	(104)
	Drum	20 Logs, 10 Cloth (45 Musicianship)	58	70	83
	Lute	25 Logs, 10 Cloth (45 Musicianship)	69	81	94
	Tambourine	15 Logs, 10 Cloth (45 Musicianship)	58	70	83
	Tasseled tambourine	15 Logs, 15 Cloth (45 Musicianship)	58	70	83
Misc. Add-Ons	Small bed	100 Logs, 100 Cloth (75 Tailoring)	95	(107)	(120)
	Large bed	150 Logs, 150 Cloth	95	(107)	(120)
	Dartboard	5 Logs	16	28	41
	Ballot box	5 Logs	47	60	73
	Pentagram	100 Logs, 40 Ingots (75 Magery)	100	(113)	(125)
	Abbatoir	100 Logs, 40 Ingots (50 Magery)	100	(113)	(125)
Blacksmithy	Small forge	5 Logs, 75 Ingots (75 Blacksmithy)	74	86	99
	Large forge	5 Logs, 100 Ingots (80 Blacksmithy)	79	92	(104)
	Anvil	5 Logs, 150 Ingots (75 Blacksmithy)	74	86	99
Training	Training dummy	55 Logs, 60 Cloth (50 Tailoring)	69	81	94
	Pickpocket dip	65 Logs, 60 Cloth (50 Tailoring)	74	86	99
Tailoring	Dress form	25 Logs, 10 Cloth (65 Tailoring)	63	76	89
	Spinning wheel	75 Logs, 10 Cloth (65 Tailoring)	74	86	99
	Loom	85 Logs, 10 Cloth (65 Tailoring)	84	97	(110)
Cooking	Stone oven	85 Logs, 125 Ingots (50 Blacksmithy)	69	81	94
	Flour mill	100 Logs, 50 Ingots (50 Blacksmithy)	95	(107)	(120)
	Water trough	150 Logs	95	(107)	(120)

Specialization: Masonry

Once you achieve Grand Master status in Carpentry, you can visit the gargoyle city and buy a book that teaches the fine art of shaping stone (look for "Stonecrafting" in the title). It's expensive and can only be read once. Don't forget to pick up mallets and chisels, as you'll need them to work the stone. And, now might be a good time to learn the Mining skill so that you can collect your own granite.

Different types of granite can yield items of different colors — you'll see an option to select the color in the Skills window.

Carpentry Tips

- If you can find one, some woodworked items can be dyed using a dye tub. This allows you to customize your work, but they're "antiques" and pretty rare.
- Furniture and staffs are pretty light, so you can carry quite a few of them back to town. Vesper and Trinsic-style chairs are a good way to get from a newly bought skill level (30) to 50 or so.
- Since you'll be spending a lot of time out Lumberjacking for supplies, it doesn't hurt to pick up a fighting skill somewhere along the way.
- Strength is particularly vital to the success of a Carpenter, especially if you plan on specializing in Masonry at some point.
- A Grand Master Lumberjack rating can give you a damage bonus when fighting with an axe (but not a war axe).
- A pack horse can greatly increase your log-carrying ability, especially if you cut in the forested areas near Yew, Britain, and Skara Brae.
- Lockable chests are always in demand. Adding Tinkering to your skill set allows you to make them. The higher your Tinkering skill, the better the lock.
- Early on, pick a specialty category and if it involves other skills, try to develop them simultaneously.
- If you've got the inclination to pursue Masonry as your post-GM-Carpenter occupation, you'll have to visit Ilshenar to get the proper book and tool. You can also mine granite there, the key component for stone items.
- Unless you are making shafts to use with the Bowyer/Fletching skill, don't use the dagger to harvest lumber. Use the hatchet or some other cutting tool to produce boards.

Category	Item to Make	Material (Skill Needed)	1%	25%	50%	75%	100%
Decorations	Stone block	2 Stones	51	63	75	88	100
	Gargoyle vase	1 Stone	53	65	77	90	(103)
	Large Gargoyle vase	3 Stones	53	65	77	90	(103)
Furniture	Stone chair	4 Stones	56	68	80	93	(105)
	Medium Stone Table	6 Stones	66	77	90	103	(115)
	Large Stone Table	9 Stones	76	87	100	(113)	(125)
Statues	Small statue	3 Stones	61	73	85	98	(110)
	Pegasus Statuette	4 Stones	71	82	95	(107)	(120)

Cartography

Mapmaking is for those with a steady hand and an adventurer's heart. With nothing more than a blank book or scroll and a mapmaker's pen and sextant, you can record journeys. Mapmakers can be of great value to traveling groups, dungeon adventurers, and ship captains who wish to set sail. And, if you choose to hone your Item Identification, Lockpicking, Detect Hidden and Mining skills, you can become a real, live treasure hunter.

HOW TO USE: Visit the place you wish to map — this will be the center of the map. Double-click the mapmaker's pen. Click on a map category, then on a specific type of map to create.

To make sea chart. Click map to place course markers on it. Drag pins off map to delete. Be careful not to place markers too close to shore — you can run aground.

To decode treasure maps. Double-click coded treasure maps.

Affected by (%)	Skill 85 / Int 7.5 / Dex 7.5
Starting Equipment	4 Blank maps, sextant, mapmaker's pen
Tools	Blank maps, sextant, mapmaker's pen
Materials	Blank maps
Trained by	Mapmaker
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Making and selling maps
Complementary Skills	Item Identification (to identify treasure), Arms Lore (to identify found weapons/armor), Mining (to dig up chests), Lockpicking (to pick chests), Detect Hidden (to identify traps)

Tillerman Commands	Action
Start	Tillerman starts sailing
Continue	Tillerman resumes the journey
Goto <marker>	Tillerman sails straight to the point you specify, then sails normally
Nav	Tillerman gives next destination

Items/Success Chance

Category	Item to Make	Material Needed	1%	25%	50%	75%	100%
Maps	Local map	1 Blank Map or Scroll	-	2	15	28	40
	City map	1 Blank Map or Scroll	21	33	45	58	70
	Sea chart	1 Blank Map or Scroll	51	63	75	88	100
	World map	1 Blank Map or Scroll	81	92	(105)	(118)	(130)

Cartography Tips

- If you have a boat, use Cartography to make a sea chart. Give the map to the tillerman; he sails the ship in a straight line from marker to marker. You can adjust the map en route by dragging pins.
- Detecting Hidden is a good secondary skill if you do treasure hunting. Many harder chests can't be opened without it.
- You can also store a lot of treasure and loot in the ship's hold — it's like having a big, portable backpack. Items on the deck decay over time, though.
- When you make a map, you are standing at the virtual center of the map.
- You don't have to use a sea-chart, however. The game has built-in ship commands. (Open Macros option screen.)

Cooking

While many young adventurers choose to subsist solely on bread and raw vegetables, the art of preparing a fine meal cannot be understated. You may not rack up the dough as a chef, so to speak, but you'll be able to prepare delicacies for discriminating palates.

As side skills, Tailoring and some weapon skills can help you obtain both hides and meat. Tailoring helps you cut up hides to sell or sew into other items. Finally, cooking is highly affected by your attributes, so any skill that contributes to those indirectly improves your Cooking skill.

HOW TO USE: Double-click cooking tool, then select **Barbecue**. Click on an item name in the right-hand column.

To use flour mill. Stand near flour mill and double-click cooking tool.

Affected by (%)	Skill 50 / Int 30 / Dex 20
Starting Equipment	Rolling pin, 3 random raw foods, pitcher of water, sack of flour, 2 kindling
Tools	Rolling pin, skillet, sifter
Materials	Meat, fruits, vegetables, other raw foods
Trained by	Baker, Cook, Herbalist, Vegetable seller
Improve by	Using skill, raising Int or Dex
Macros allowed?	Yes
Gain income by	Selling food to NPCs or hungry players
Complementary Skills	Taste Identification, Poisoning, Tailoring (to cut up and sew hides)
Best Location	Cities with large adventurer population

Success Chance

Your chance of success is equal to your current Cooking skill level.
The lone exception is savage kin paint, which you can make at skill level 80 with 100% success.

Items

Except for pies (which need an oven), heat source refers to an oven, fire, forge, or heating stand. Types of pies include fruit, peach, apple, pumpkin and meat. You can also bake an uncooked quiche. Types of pizzas include cheese and sausage. Finally, if you try to cook meat, your entire stack is consumed on success, and you lose 1 food item on failure.

Category	Item	Ingredients Required
Ingredients	Flour	Flour mill, 1 wheat
	Dough	1 Water, 1 flour
	Sweet dough	1 Honey, 1 dough
	Cake mix	1 Flour, 1 sweet dough
	Cookie mix	1 Honey, 1 sweet dough
Preparations	Unbaked quiche	1 Dough, 1 egg
	Unbaked meat pie	1 Dough, 1 raw meat
	Unbaked sausage pizza	1 Dough, 1 sausage
	Unbaked cheese pizza	1 Dough, 1 cheese

Category	Item	Ingredients Required
Preparations (more)	Unbaked fruit pie	1 Dough, 1 pear
	Unbaked peach cobbler	1 Dough, 1 peach
	Unbaked apple pie	1 Dough, 1 apple
	Unbaked pumpkin pie	1 Dough, 1 pumpkin
	Savage kin paint	1 Flour, tribal berries
Baked Items	Bread loaf	Oven, 1 dough
	Pan of cookies	Oven, 1 cookie mix
	Cake	Oven, 1 cake mix
	Muffins	Oven, 1 sweet dough
	Quiche	Oven, 1 unbaked quiche
	Meat pie	Oven, 1 unbaked meat pie
	Sausage pizza	Oven, 1 unbaked sausage pizza
	Cheese pizza	Oven, 1 unbaked cheese pizza
	Fruit pie	Oven, 1 unbaked fruit pie
	Peach cobbler	Oven, 1 unbaked peach cobbler
	Apple pie	Oven, 1 unbaked apple pie
	Pumpkin pie	Oven, 1 unbaked pumpkin pie
Barbecue	Cooked bird	Oven, 1 raw bird
	Chicken leg	Oven, 1 raw chicken leg
	Fish steak	Oven, 1 raw fish steak
	Fried eggs	Oven, eggs
	Leg of lamb	Oven, 1 raw leg of lamb
	Cut of ribs	Oven, 1 raw ribs

Cooking Tips

- Cooked food has more food value than raw food.
- Campfires and forges also serve as ovens.
- Use an edged item on a fish, and you'll get several fish steaks. Fish steaks and bread are easy-to-cook items that raise your skill at a good pace.
- Past 80, you can add flour to tribal berries to make war paint for warriors.
- Selling to NPCs is generally more profitable than selling food to players. Try tavern masters and innkeepers.
- Don't forget to refill your water containers whenever you pass by a free water source. There's no sense in paying for it. Look for troughs, rivers, oceans, or barrels.
- You can buy flour from merchants, or harvest your own wheat by visiting wheat fields, such as the ones west of Britain. Double-click the tall staves and take them to the flour mill to make free flour.

Detecting Hidden

Detect Hidden is one of those subtle skills that can come in handy if someone's trying to hide in your house or around a dark corner. This skill can also help you detect traps, which can make you a valuable scout in a group situation. And, the better you are, the wider your area of detection.

HOW TO USE: Click Detecting Hidden blue skill gem, then target area to check for hidden people or traps. Or, target container.

Affected by (%)	Skill 100
Starting Equipment	Black cloak
Trained by	Thief, Thief Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Group adventuring
Complementary Skills	Lockpicking (to open chests), Hiding, Remove Trap
Best Location	Anywhere with thieves

Detecting Hidden Tips

- The better someone's Hiding skill is, the harder it will be for you to find them. The converse is also true.
- Detecting Hidden always works in your house, but doesn't boost your skill.
- Success on trapped containers shows what type of trap: green is Poison, purple and blue are Explosion and Dart traps.
- A detected trap won't stay marked forever. In dungeons, be careful not to walk into one you discovered earlier.
- If you have Remove Trap, you can show a trap to other players. You really should have this skill, for what good does it do to see a trap if you can't disarm it?
- If you avoid dungeons as a general rule, a good way to practice spotting trapped containers is to buy some from a merchant and practice on those. Or, if you're also a dedicated Tinkerer, make your own.
- You can use this skill on a stack of trapped containers.
- Detect Hidden always works in a house you own or co-own, as well as for any house in which you are listed as a friend.

Trap/Success Chance

% Chance	1%	25%	50%	75%	100%
Dart trap	31	42	55	68	80
Poison trap	31	42	55	68	80
Explosion trap	56	68	80	93	(105)

For faction traps, you need more than twice this skill level. The actual success chance varies as you get closer to the trap.

For hidden players, your success chance depends both on the other player's Hiding skill and your distance from them. If your Detect Hidden skill is higher than the other player's Hiding skill, your chance is increased, and vice-versa. The closer you are to a hidden person, the better your chance of detecting him or her.

Enticement

In order to call a creature or NPC to action with your instrument, you must possess this skill, as well as Musicianship. You can play multiple instruments; however, whichever instrument you used most recently is the one that will automatically play when you use this skill.

The best use of Enticement is to draw animals closer to you for taming.

HOW TO USE: Click blue Enticement skill gem, then click on a musical instrument, then on the creature or NPC you want to hypnotize.

Affected by (%)	Skill 95 / Int 2.5 / Dex 2.5
Starting Equipment	Random Musical Instrument
Tools	Drum, harp, lute, tambourine
Materials	—
Trained by	Bard, Bard Guildmaster, Waiter, Waitress
Improve by	Using skill
Macros allowed?	No
Gain income by	Hunting with enticed monsters, luring to group
Complementary Skills	Musicianship (necessary), Provocation, Peacemaking
Best Location	Woodlands

Success Chance

Chance of success is equal to your current skill level.

Enticement Tips

- Your target will try to find the best way to approach you, not necessarily a direct line.
- You can't entice city guards.
- Don't forget — you need skill in Musicianship to use this skill. And while you're at it, you might as well pick up a bit of Peacemaking. All the Bardic skills use instruments.

Evaluating Intellect

In battle, it's always a good idea to size up the enemy. By using Evaluating Intellect, you can roughly determine your opponent's Intelligence. Additionally, this skill is useful if you're also talented in Magery. If you use this skill and your evaluation level is greater than the target's Resist Spell skill, he, she or it will take full damage. That means you can still deliver a heavy magic punch against Resist Spell if it fails.

HOW TO USE: Click blue Evaluating Intellect spell gem, then target opponent.

Evaluating Intellect Tips

- Once you reach a high enough level, this skill can also reveal how much mana your opponent currently possesses.
- If your Evaluate Intellect skill is lower than your opponent's Resisting Spells skill, your spells won't do as much damage in battle.
- The more magic attacks you throw in combat, the more emphasis you should place on this skill.

Affected by (%)	Skill 100
Starting Equipment	—
Trained by	City Mage, Gambler, Judge, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Mayor, Monk, Scribe, Wandering Mage
Improve by	Using skill
Macros allowed?	No
Gain income by	None, but it can assist in breaking spell resistance
Complementary Skills	Anatomy (to assess target's strength)
Best Location	Areas with monsters

Success Chance

Chance of success is equal to your current skill level.

Success Messages

Intelligence	Comment
1-9	Slightly less intelligent than a rock
10-19	Fairly stupid
20-29	Not the brightest
30-39	About average
40-49	Moderately intelligent
50-59	Very intelligent
60-69	Extremely intelligent
70-79	Extraordinarily intelligent
80-89	Like a formidable intellect, well beyond even the extraordinary
90-99	Like a definite genius
100+	Superhumanly intelligent in a manner you cannot comprehend

Fencing

Ah, the fine art of fencing is a skill to be respected! It's all about accuracy, and a high Fencing score will ensure that you land more edged weapon hits against your enemy. These weapons include the dagger, kryss, practice foil, pitchfork, short spear, spear, and war fork.

Good fencers usually pick up the art of Poisoning for tainting weapons, and of course, this skill goes along with other combat skills, such as Swordsmanship.

HOW TO USE: Wield fencing weapon, then enter war mode. Double-click on a target.

Affected by (%)	Skill 90 / Str 5 / Dex 5
Starting Equipment	Kryss
Trained by	Fighter, Gambler, Gypsy, Mercenary, Paladin, Ranger Guildmaster, Thief, Thief Guildmaster, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith, Blacksmith
Improve by	Combat
Macros allowed?	No (for house/boat)
Gain income by	Attacking monsters, fighting PvP players, looting dungeons
Complementary Skills	Arms Lore (to assess weapons), Tactics, Anatomy
Best Location	Outside cities

Fencing Tips

- In PvP combat, using a two-handed Fencing weapon against another player can occasionally result in a paralyzing blow. Your victim will be helpless (except for using potions and applying bandages) for about five seconds, in which time you can batter him or her again.
- Higher Intelligence can increase your chance of delivering a paralyzing blow.
- Fencing is a skill that nicely complements a group with mages and other fighters. You can run around and interrupt spellcasters while the rest of your group fights.
- The heavier the Poison potion on a fencing weapon, the fewer hits you get. But, they'll be deadly.

Success Chance

Your chance of success depends on your Fencing skill, your opponent's Tactics skill, and your opponent's armor and bonus items. See **How Combat Works**, p. 187, for details.

Fishing

Some people claim that Fishing is a waste of time, but if you enjoy the lapping sound of the riverbank or roar of the ocean waves, it can be quite enjoyable and profitable. All you need is a pole and some string, and you can retrieve fish, treasure maps, and messages from the deep. Occasionally, you might pull up something even more interesting.

Most people that pursue Fishing either want a peaceful existence or find that catching, cooking and selling fish can bring a good bit of coin. At lower skill levels, you'll get a lot of shoes and fish, and an occasional nasty net that spawns aggressive fish. Later, you can get smaller fish with special powers. The real fun starts at higher levels, when you pick up bottles and maps that attract sea serpents and other large monstrosities.

HOW TO USE: Hold fishing pole and stand near water. Double-click pole, then target spot on water.

Affected by (%)	Skill 100
Starting Equipment	Fishing pole, brown floppy hat
Trained by	Fisherman, Fisher Guildmaster, Harbor Master
Improve by	Using skill
Macros allowed?	No
Gain income by	Selling fish to players, NPCs
Complementary Skills	Cooking, Cartography (to map fishing holes)
Best Location	Near coasts and rivers

Success Chance

Your chance of success varies according to your Fishing skill and the depth of the water. Generally, you have much better luck when fishing from the shore.

Fishing Tips

- This isn't really a crafting skill, but you can make your own pole if you have a bit of Carpentry and Tailoring skill. Use cloth and wood make a fishing pole.
- With Cartography, you can sail the ocean wide and far in search of good fishing holes and record the journey. In the future, just give the tillerman the map to revisit the spot.
- If you get a treasure map, you can either sell it to a player or go find the treasure yourself. An SOS will lead you to a shipwreck, where you can find a chest with treasure.
- At high levels, you can preserve the "one that didn't get away" (i.e., a big fish) with a Taxidermy kit.
- Many players use boats to cruise along the shoreline and practice skills. This is especially effective if you don't want other people to be able to chase you down very easily (for all you nosy types out there...).

Forensic Evaluation

Detectives are few and far between, but those that possess a good Forensic Evaluation skill get a certain thrill from hunting down and killing a lawbreaker. This skill is used in banks, populated towns such as Britain, and anywhere a crime has likely occurred. It can be improved by evaluating something that was witness to a crime, even corpses, thieves and beggars. At high levels, you get more information about the criminal.

Some players never use this skill. Most often, this skill is chosen in conjunction with Tracking, Detect Hidden and other skills useful in chasing down criminals. And, half the fun of playing detective is killing the thief and stealing all his loot.

HOW TO USE: Click blue Forensic Evaluation skill gem, then target corpse or item.

Affected by (%)	Skill 100
Starting Equipment	—
Trained by	Healer, Healer Guildmaster, Wandering Healer, Judge
Improve by	Inspecting crime scenes
Macros allowed?	No
Gain income by	Solving crimes for players
Complementary Skills	Tracking (to find killers or thieves), Healing
Best Location	Busy areas in cities (like banks)

Success Chance

% Chance	1%	25%	50%	75%	100%
Corpses	-	-	5	18	30
Lockpicked chests	36	47	60	73	85

Forensic Evaluation Tips

- The art of casual disguise is your friend. Try to look like a guard, or a newbie, or someone innocent.
- Carry a halberd, as it cannot be stolen.
- Look for characters who turn temporarily gray — this means they've just committed a crime. If it was against you, they'll stay gray in your eyes.
- If a thief eludes you by Hiding after you discover him or her, use Tracking to keep up.
- Yelling "There runs a thief!" may get you some help from other players. Remember, though, that attacking in town will draw the guards' attention.
- Using this skill on someone can tell you whether they're in the Thieves' Guild or not.

Healing

Healing is the art of reducing or eliminating injury to yourself or others. Through the use of bandages, you can use this skill to restore hit points. A good understanding of Anatomy is vital to a successful heal, as are scissors and cloth from which to cut bandages.

The power of Healing increases with skill. At higher levels, Healing powers extend to resurrection and cures, as well as increased bandaging power.

HOW TO USE: Double-click bandages in backpack, then click on target to heal.

Healing Tips

- If you have at least 60 in Healing and Anatomy 60, you can cure poison. At 80, you can resurrect dead players.
- If you're attacked, your Healing process may be hindered or interrupted.
- If you heal someone who is a thief, the guards may attack you.
- You can use Healing on some creatures and NPCs to raise your skill. However, the majority of "normal" creatures can only be healed with the Veterinary skill.
- You can't ever heal a second person while you're attempting to heal someone else.
- You can't Hide and Heal at the same time.
- Healing and curing others takes less time than trying to heal or cure yourself.
- Once you hit 60, try getting a few points in Alchemy to make Poison and find a friend to drink it so that you can attempt to cure them. At 80, try to solicit friendly ghosts so you can attempt resurrection.
- At lower levels, carry Cure scrolls (castable without Magery skill) to maximize your effectiveness in a group. That way, you can heal poisoned members prior to learning how to cure Poison with Healing.

Affected by (%)	Skill 80 / Str 6 / Int 8 / Dex 6
Starting Equipment	50 bandages; scissors
Trained by	Healer, Healer Guildmaster, Monk, Wandering Healer
Improve by	Using skill; increasing Anatomy skill
Macros allowed?	No
Gain income by	Healing other players
Complementary Skills	Anatomy (improves success %), Tracking (to find people)
Best Location	Anywhere battles occur, Yew (to get wool)

Success Chance

The poison strengths below correspond to stats given in **Secrets of Magic: Potions**, p. 143.

Poison 5 is not a player poison, but it is used by some monsters against you.

You must have at least 60 Anatomy and 60 Healing to attempt cures, and 80 Anatomy and 80 Healing to attempt Resurrection.

% Chance	1%	25%	50%	75%	100%
Poison 1 (cure)	-	-	-	67	80
Poison 2 (cure)	-	-	60	80	85
Poison 3 (cure)	-	-	65	78	90
Poison 4 (cure)	-	-	70	83	95
Poison 5 (cure)	-	-	75	88	100
Resurrection	-	-	93	(113)	(133)

Items

You can make bandages from cloth, wool or cotton.

Use	On	To Make
Edged weapon	Fluffy sheep	Wool
Wool	Spinning wheel	Yarn
Yarn	Loom	Cloth
Cotton	Spinning wheel	Spool of thread
Thread	Loom	Cloth
Scissors	Bolt of cloth	Cut cloth
Scissors	Cut cloth	Bandages

Herding

Most shepherds live rather mundane lives, biding their time in the areas outside of towns. The best purpose in developing this skill is to make animals accessible to yourself or other players, or shear sheep for wool. Some shepherds obtain meat and hide from their herds.

HOW TO USE: Hold shepherd's crook and double-click it. Then, target the creature you want to herd and click on the desired location.

Affected by (%)	Skill 75 / Str 16 / Int 3 / Dex 6
Starting Equipment	Shepherd's crook
Trained by	Rancher, Ranger Guildmaster, Shepherd
Improve by	Using skill
Macros allowed?	No
Gain income by	Selling animal meat, hides; shearing sheep for wool
Complementary Skills	Animal Lore, Veterinary, Musicianship, Peacemaking
Best Location	Britain and areas with pasturelands

Herding Tips

- Develop Musicianship and Peacemaking.
- Herding takes time. Expect about a 10-second delay between attempts.

Success Chance

Creature	1%	25%	50%	75%	100%
Dog	-	-	3	15	28
Rabbit, gorilla, easy mongbat	-	-	4	17	29
Forest, tropical bird	-	0	8	21	33
Raven (varies)	-	0-3	12-15	24-28	37-41
Cat, chicken, goat, sewer rat, town rat	-	4	16	28	4
Cow, goat, pig, pack horse, pack llama, woolly sheep	1	12	24	36	50
Eagle	4	15	28	41	53
Doe, frog, slime, timber wolf	8	19	32	44	57
Giant rat, big pig, horse, war horse*, desert/forest ostard	12	23	36	47	62
Black bear, polar bear, walrus	16	27	40	51	66
Llama (varies)	12-16	23-27	36-40	47-51	62-66
Brown bear, cougar	20	32	44	56	69
Alligator, giant scorpion	24	35	48	61	73
Panther, snow leopard, grey wolf	28	39	52	65	77
Giant spider, grizzly bear, small snake	32	43	56	69	81
White wolf	36	47	60	73	85
Bull, cat, mongbat	40	51	64	77	89
Frost spider	42	54	67	79	92
White wolf, timber wolf	43	55	68	80	93
Giant frog, evil ostard	44	56	69	81	94
Lizard Giant	46	58	71	83	96
Dire wolf, imp savage ridgeback	48	59	72	84	97
Hell hound	42	54	66	79	91
Predator hellcat	52	63	76	89	(101)
Dragons	55	67	80	92	(105)
Drake, dark/silver steed, nightmare, ki-rin, unicorn	56	68	81	93	(106)
White wyrm	57	69	81	94	(107)

* Minax, Magecouncil, Britannian, Shadowlord

Hiding

A peculiar art, Hiding is usually practiced by secret-agent types or thieves who wish to remain anonymous and invisible to the general public. Most people who develop this school also choose some of the other less scrupulous skills — Stealing and Snooping, for instance.

Hiding isn't specific to thievery, however. You can also hide in the wild to avoid being attacked by animals. However, you can still be injured by potions, area spells, and the like.

HOW TO USE: Click blue Hiding skill gem.

Affected by (%)	Skill 100
Starting Equipment	Black cloak
Trained by	Gypsy, Ranger, Ranger Guildmaster, Thief, Thief Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Hiding and Snooping (for stealing), Secret agent (selling information gotten through eavesdropping)
Complementary Skills	Snooping, Item Identification
Best Location	Crowded towns (for thievery)

Success Chance

Chance of success is equal to your current skill level.

Hiding Tips

- Be silent while Hiding. Speaking will reveal your presence. So will combat, spellcasting, and looting.
- You can use Hiding to avoid combat or an attack while you run to the fridge for a soda; it's not necessarily just a thieving skill.
- Hiding works best against a wall, since success somewhat depends on how many people can currently see you.
- Assign Hiding to a keyboard key, and practice it a lot. To raise skill, use Hiding, then move forward a game screen, and hide again.
- If someone successfully uses Detect Hidden on you, you become visible to everyone. Reveal can also make you visible, and you can also be Tracked while hidden.
- Someone can still run into you or attack you while you're Hiding.
- If you can't hide because someone is attacking you, run away and try again.
- If you're a thief and try to use Snooping while Hiding, you may become visible again if snooping fails. Even if you're at 100 Hiding, you still have a 50% chance of being revealed if your Snooping fails.

Inscription

Inscription is the art of copying books or scrolls. (While scrolls can be copied to books without this skill, the reverse is not true.) Many players find Inscription a laborious skill, but scribes that learn it well can make a lot of coin, especially selling to other players. NPC merchants are just as happy to buy written goods as well, but may not pay as large a price as players.

Magery is not critical as a complementary skill, since you don't have to know a spell in order to write it onto a scroll or copy it into another book. But, a high level of mana is necessary, as well as a steady supply of reagents.

HOW TO USE:

To make scrolls. Double-click scribe's pen. From the menu that appears, click a spell circle and spell. (Your spellbook, reagents and a blank scroll must be in your backpack.)

To make rune books. Double-click scribe's pen. From the menu that appears, click **Other** and select runebook. (You must have 8 blank scrolls, a Recall scroll, a Gate Travel, and a blank rune in your backpack. You don't need reagents, however.)

Affected by (%)	Skill 90 / Int 8 / Dex 2
Starting Equipment	2 blank scrolls, blank book, scribe's pen
Tools	Scribe's pen
Materials	Blank books, blank scrolls
Trained by	City Mage, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Ocllo Cashual, Scribe
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Selling scrolls and books
Complementary Skills	Magery (required), Meditation (for faster mana regeneration), Resisting Spells
Best Location	Cities

Inscription Tips

- Failing Inscription doesn't cost mana!
- Rune books have between 5 and 10 charges (most have 5-7).
- If you make an exceptional rune book, you can put a maker's mark on it. Also, if your skill is 90 - 99, exceptional books get one extra charge. At 100, they get two.
- Whenever you're not busy, practice active Meditation. (Did we mention you should really have this skill?) Make sure you aren't wearing metal, though, and that your hands are empty.
- If you often cast a certain spell in combat and want to raise Inscription, then make a habit of making that type of scroll for yourself. It consumes exactly the same number of reagents, but improves Inscription. Every bit helps.

Success Chance

If you're using the Inscription pen to copy a book or scroll, a targeting cursor appears. In this case, you need to specify the source copy and destination scroll or book.

Inscribed Spell	1%	25%	50%	75%	100%
1st Circle	-	-	0	12	25
2nd Circle	-	2	14	27	40
3rd Circle	4	16	29	41	54
4th Circle	19	31	43	55	68
5th Circle	33	45	57	70	83
6th Circle	47	59	71	84	97
7th Circle	62	73	86	98	(111)
8th Circle	76	88	100	(113)	(125)

Item Identification

Knowing just what you've found or just what you're buying can be a valuable skill, especially when you or your group are far from town. This skill gives you the ability to find out whether a particular weapon, piece of armor or item has any bonuses. (There are also wands identification wands and staves available to perform this task.)

This skill can be a good accompanying skill in any profession where you constantly buy and sell weapons, armor, and non-trade items. Treasure hunters, fighters, and mages have all been known to train this skill at some point. One very important thing to note is that once an object is identified, all players in the game can tell what that item is. (In other words, it only needs to be ID'd once.)

HOW TO USE: Double-click blue Item Identification skill gem, then target item to assess. Interpret text as shown in table.

Affected by (%)	Skill 100
Starting Equipment	Gnarled staff
Trained by	Gambler, Gypsy, Jeweler, Merchant/Miner Guildmasters
Improve by	Using skill
Macros allowed?	No
Gain income by	Identifying items for adventurer, selling looted goods
Complementary Skills	Arms Lore
Best Location	Dungeons, towns near dungeons, and adventuring areas

Success Chance

Chance of success is equal to your current skill level.

Item Identification Tips

- Success at lower levels doesn't necessarily indicate that you've identified the exact properties of something.
- Get Arms Lore. It's no use getting something with +15 AR, only to have it fall apart the first time you use it.

Magic Armor Success Messages

Term	Armor HP Bonus	Term	Armor Rating Bonus
Durable	+5	Defense	+5
Substantial	+10	Guarding	+10
Massive	+15	Hardening	+15
Fortified	+20	Fortification	+20
Indestructible	+25	Invulnerability	+25

Magic Weapon Success Messages

Term	Weapon Bonus	Term	Damage Bonus	Term	Item HP Bonus
Accurate	+5	Ruin	+1	Durable	+10
Surpassingly Accurate	+10	Might	+3	Substantial	+20
Eminently Accurate	+15	Force	+5	Massive	+30
Exceedingly Accurate	+20	Power	+7	Fortified	+40
Supremely Accurate	+25	Vanquishing	+9	Indestructible	+50

Lockpicking

Lockpicking is a common thievery skill, but it can be useful in many other aspects. For instance, many dungeons have locked chests that need to be opened. Most adventuring parties are happy to have someone with good Lockpicking abilities so that rewards can be reaped from them. Finally, treasure hunters will find this skill indispensable. If you choose this as a career, though, you're going to need Detect Hidden and Remove Trap to avoid injury.

Good dexterity is a must, so if you're creating your own character, put a few extra points into it. Also, note that all locks are not created equal. You can never pick a lock on a house, and some chests may have better locks than other ones.

HOW TO USE: Double-click on lockpicks in backpack, then click on item to be unlocked.

Affected by (%)	Skill 75 / Dex 25
Starting Equipment	20 Lockpicks
Tools	Lockpicks
Trained by	Gypsy, Thief, Thief Guildmaster, Tinker, Tinker Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Stealing and unlocking containers, looting dungeon chests
Complementary Skills	Detect Hidden, Remove Trap, Stealing, Snooping, Tinkering, Item Identification
Best Location	Dungeons

Success Chance

Your chance of success depends on the difficulty of the lock, which varies depending on the skill of the Tinker that made the lock in the first place. The better the Tinker, the harder it will be to pick the lock.

Lockpicking Tips

- You can lockpick and move at the same time; it's not necessary to stand still.
- One of the best ways to raise this skill while young is to make friends with a Tinker and buy a locked container from them. Locks made by someone with a high Tinkering skill are more secure than those made by someone with high Carpentry skill, but mediocre Tinkering ability. You break more lockpicks on a difficult lock, but success is rewarding in terms of points.
- Once you gain some Tinkering skill, you can make your own lockpicks and create locked items on which to practice.
- You can find many locked chests in dungeons. The best bet is to adventure with a group for protection and share the loot.
- If you fail on an attempt, you won't gain any skill by trying to open the same lock again. However, if you go find another thing to unlock, you can then try to gain skill on the one you failed earlier.

Lumberjacking

Strong as oxen, most Lumberjacks use this as a secondary skill to support their crafting careers. Bows, arrows and bolts, furniture, instruments, and many tinkered items require wood. Finely crafted ones use lots of wood. Lumberjacking also serves the purpose of improving physical strength, which can benefit any skill that relies on that attribute.

Many fighters use this as a training skill, since a high Lumberjacking skill gives a damage boost to all types of Axes. Also, high Lumberjacking can deliver a concussion blow — especially effective against caster enemies because it cuts mana in half.

HOW TO USE: Double-click hatchet or axe, then click on a tree.

Affected by (%)	Skill 80 / Str 20
Starting Equipment	Hatchet
Tools	Axe, hatchet, pole arm
Materials	Trees
Trained by	Carpenter, Farmer
Improve by	Using skill
Macros allowed?	No
Gain income by	Selling wood and kindling, crafting wooden items (using a trade skill)
Complementary Skills	Bowcraft/Fletching, Carpentry, Tinkering, Camping (for kindling)
Best Location	Heavily forested areas, especially near Britain and Vesper

Success Chance

Chance of success is equal to your current skill level.

Lumberjacking Tips

- Activating the Circle of Transparency game option can make it hard to see trees.
- Keep backup axes with you at all times, or pick up enough Mining and Blacksmithing to forge your own.
- A second backpack and pack horse can help you carry more logs. If you use horses, you may want to develop some skill in Animal Taming in order to train your own steeds. That skill can also give you the ability to use various animals as protectors while you're working (i.e., have them guard you).
- If you do fight while in the forest, remember to use your axe. If Lumberjacking is high, you'll do more damage.
- Boards are lighter than logs, so possessing even a little bit of a wood-related crafting skill can greatly increase your carrying capacity by enabling you to turn logs into boards. Plus, you can create boards simultaneously with cutting wood.

Mace Fighting

Don't let the name mislead you. Mace Fighting isn't restricted to maces — this skill works with any blunt weapon. Another benefit is that this skill works automatically whenever you're fighting. Your Tactics and Anatomy skills may improve as well during blunt-weapon combat. Also, Parrying improves automatically if you're holding a shield and using a one-handed blunt weapon.

Against other players and armored NPCs, this skill can deliver other effects. Mace Fighting can dent armor, or render it useless, as well as stun your opponent.

USE SKILL BY: Wield a blunt weapon and enter war mode, then attack by double-clicking on an opponent.

Affected by (%)	Skill 90 / Str 9 / Dex 1
Starting Equipment	Club
Weapons	War axe, club, hammer pick, mace, magic wand, maul, smithy hammer, war hammer, war mace, black staff, gnarled staff, quarterstaff and shepherd's crook
Trained by	Blacksmith, Blacksmith Guildmaster, Fighter, Jailor, Mage Guildmaster, Mercenary, Monk, Paladin, Shipwright, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith
Improve by	Fighting with blunt weapons
Macros allowed?	Yes (in house / on boat)
Gain income by	Killing and looting monsters, adventuring
Complementary Skills	Parrying, Tactics, Anatomy, Animal Lore, Arms Lore, Healing, Magic Resist, Blacksmithing (to make/repair weapons and armor)
Best Location	Jhelom, Trinsic, any city near dungeons

Success Chance

Your chance of success depends on your Mace Fighting skill, your opponent's Tactics skill, and your opponent's armor and bonus items. See **How Combat Works**, p. 187, for details.

Mace Fighting Tips

- Jhelom has a fighting pit where you can fight other warrior types. Use one of your weaker blunt weapons, however, so that battles will take longer and give you more practice.
- As another avenue toward skill-gaining, you can hire an NPC and order him to attack you. However, make sure he has a weak weapon, or none at all.
- You can boost your strength by picking up Lumberjacking, Mining or another skill that involves strength.
- Maces can sometimes deliver a crushing blow that does extra damage.
- You cannot apply poison to a mace-type weapon — it's blunt, and won't cut anyone.
- Choose the weapon that takes the most advantage of your opponent's weaknesses. The war mace, while great against armored opponents, may not work as well as another blunt weapon against creatures.

Magery

Beginning mages may not have a large repertoire of spells, but a high Magery skill can be very powerful, indeed. A mage with other useful skills — say, Healing and Animal Taming — can be extremely powerful as a long-term character.

Magery requires a great amount of Intelligence, as well as mana. As your skill level grows, you can start acquiring higher-level spell circles and books. Magery is a large subject that demands more space than available here. See **Magic**, p. 120, for details.

HOW TO USE: Double-click your spellbook to open it, then left-click the blue spell icon to the left of the spell name to cast it. (If you hold your spellbook in your left hand, it automatically goes into your backpack when you cast.)

Affected by (%)	Skill 85 / Int 15
Starting Equipment	Spellbook w/12 spells, 3 random low-level spells; 30 units of each reagent, robe, wizard's hat
Trained by	City Mage, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Ocllo Cashual, Wandering Mage
Improve by	Using skill
Macros allowed?	No (depends on spell)
Gain income by	Creating and selling scrolls, adventuring with a group of fighters
Complementary Skills	Evaluate Intelligence (auto-improves with Magery), Meditation (improves mana regeneration), Inscription, Resist Magic, Healing
Best Location	Moonglow, Britain

Magery Tips

- Just because you paralyze someone doesn't mean that they're defenseless. Watch out for Explosion potions!
- Mages can earn a bit of money by escorting NPCs. Your magic can help just as much as a sword, as long as you only take NPCs who want to go somewhere close to a public moongate.
- To copy a spell from a scroll onto a spellbook, move your spellbook into your backpack, then drag the scroll onto the book. Inscription is not needed.
- Magery can be helpful if you're planning on playing PvP style (you'll need some emphasis in Healing). Be aware that wearing anything heavier than studded armor will slow mana regain.
- Keep reagents separated into piles, or in a locked box to protect against Stealing.

Success Chance

% Chance	1%	25%	50%	75%	100%
1st Circle	1	10	20	30	40
2nd Circle	11	20	30	40	50
3rd Circle	21	30	40	50	60
4th Circle	31	40	50	60	70
5th Circle	41	50	60	70	80
6th Circle	51	60	70	80	90
7th Circle	61	70	80	90	100
8th Circle	71	80	90	100	(110)

- Hiding can hide you from potential enemies while you regenerate mana, and it helps your Intelligence and Dexterity.
- You can benefit early by putting points into Strength. Or, improve Strength by training with a dummy using a weapon.
- Never leave town without a charged rune book or *Recall* scroll. If you run out of reagents, you might need to get back in a hurry! (See **Recall Runes and Rune Books**, p. 125.)

Meditation

Meditation is not practiced merely to achieve inner peace, at least not by mages and scribes. Its best application is in regenerating mana. Meditation can be achieved either passively (by using mana until it's low), or actively (manually invoking the skill). It requires immense concentration, so uttering the smallest word or moving interrupts this skill.

One rather interesting twist to Meditation is that being drunk.... er, um.... inebriated.... can actually help improve your Meditating skill. The reasoning behind this is that drinking reduces your mana. Yes, it's really true.

Standing still causes you to regain mana. Standing still and Meditating restores it more quickly. However, to gain skill in Meditation, you need to move, fight and stay active when you're low on mana.

HOW TO USE:

To passively meditate. Cast a spell or scribe a scroll/book until your mana level drops. Any time you use mana, you passively meditate — whether you're walking, fighting, etc.

To actively meditate. Empty your hands, then click the blue Meditation skill gem. It's good to be low on mana, activate this skill and move around.

Affected by (%)	Skill 100
Starting Equipment	—
Trained by	City Mage, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Monk, Ocllo Cashual, Wandering Mage
Improve by	Expending mana, using skill
Macros allowed?	No
Gain income by	—
Complementary Skills	Inscription, Magery
Best Location	—

Success Chance

Your success depends on how much mana you've lost. The lower your mana, the more difficult it is to recover.

Failure Messages

Message	Meaning
You cannot focus your concentration.	Failure due to skill, movement, speaking, or attack
Regenerative forces cannot penetrate your armor.	Armor is preventing meditation
You are at peace.	Mana is at its maximum
Your hands must be free to cast spells or meditate.	Something is in your hands

Meditation Tips

- If your mana is full, cast a spell or copy a scroll. The more often mana is regenerating, the better. Any time you sit around with a load of mana is time you could spend Meditating.
- Active Meditation restores mana more quickly than passive Meditation. It also awards you Meditation skill.
- You can't Hide *and* Meditate.
- Improving Meditation works better when mana is low. As you get better, expend more mana before meditating.
- Wearing the wrong kind of armor can slow down mana regeneration. Try no armor, or non-metallic armor like leather, at least while meditating. The lower the armor's rating, the less it affects Meditation.

Mining

Mining is an occupation that requires brute strength, perseverance and hard work. The mines, caves and mountains of Britannia are full of ore of various types, and it's the miner's job to go get it. Most blacksmiths are heavily dependent on this as a secondary skill, since it's much cheaper to mine raw ore than buy processed ingots. The same thing is true for Alchemists, who can blow glass items after they learn to make them. (Mining can be used to obtain sand.) Once you reach Grand Master status, any sand or granite you can acquire will be quite valuable — not all crafters are willing to risk life and limb to obtain supplies.

One of the hardest parts about mining is safely getting all that ore, granite and sand back to town so that you can forge it into ingots. Try Blacksmithing or Tinkering as a complementary skill.

USE SKILL BY:

To mine ore/granite. Double-click pick axe or shovel in your hand or backpack, then target a spot on a mountain or cave wall.

To mine sand. Double-click pick axe or shovel in your hand or backpack, then target a spot on a beach.

To smelt ingots. Double-click ore, then target forge.

Affected by (%)	Skill 80 / Str 20
Starting Equipment	Pickaxe
Tools	Pick axe, shovel
Materials	Ore (all skill levels), sand and granite (GM level)
Trained by	Miner, Miner Guildmaster
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Selling ingots, crafting salable items with Blacksmith or Tinkering
Complementary Skills	Blacksmithy, Tinkering, Alchemy
Best Location	Caves, mountains near Britain and Jhelom (ore and granite), beaches (sand)

Success Chance

Chance of successfully Mining ore is equal to your current skill level.

You have the following chances to smelt ore.

% Chance	1%	25%	50%	75%	100%
Iron	26	37	50	63	75
Dull Copper	41	53	65	78	90
Shadow Iron	46	58	70	82	95
Copper	51	63	75	87	(100)
Bronze	56	68	80	92	(105)
Gold	61	73	85	97	(110)
Agapite	66	78	90	(102)	(115)
Verite	71	83	95	(107)	(120)
Valorite	75	87	99	(111)	(124)

Specializations

After reaching GM status, you can visit the gargoyle city and buy books on mining stone and gathering sand. (Look for gargoyle shopkeepers.) Reading them enables you to mine granite for Masonry and collect sand for Glass-blowing, respectively. The books disappear after you read them. You'll also need a mallet and chisel, also available for purchase from a gargoyle shopkeeper.

Stone Mining. Masonry is the art of shaping Granite, which, like ore, exists in many different colors. It's heavy, so you'll need Strength (and possibly a pack horse) to haul it back into town.

Sand Mining. Sand is acquired by combing beaches, but it's still difficult to find sand pure enough for glassblowing. Figure you'll fail 9 out of every 10 tries. Perseverance pays off here, as Alchemists who have mastered glassblowing will pay a pretty price for whatever sand you can bring back.

Success Chance

You have a 10% chance of finding stone when you successfully mine ore. You have a 10% of finding sand when successfully Mining beach areas.

Colored Ore/Granite

As you boost your Mining skill past 65, you have more of a chance of finding rare ores. Each successive color of ore is harder to find. It goes something like this:

Ore	Color	Rarity*	Min. Skill
Iron	red	Common	-
Dull copper	light gray	8X	65
Shadow	dark gray	7X	70
Copper	pale yellow	6X	75
Bronze	dark brown	5X	80
Golden	bright yellow	4X	85
Agapite	slightly purple	3X	90
Verite	green	2X	95
Valorite	blue	Rare	99

* Number of times more likely to be found than Valorite.

Mining Tips

- Shovels are the cheapest, lightest Mining tools, and the easiest to make with Tinkering.
- Put points into Mining at the start if creating an advanced character. Otherwise, you waste ore trying to smelt at lower levels.
- If you don't get any material in several attempts, walk a little further, then try.
- If you have multiple pickaxes or shovels, you can mine using both of them. Mine one place, and immediately target a second spot with your second tool.
- When you smelt ore, you can use a medium stack on a smaller, similar stack of ore. It makes a bigger pile, but weighs less.
- If you're using a pack horse, keep in mind that it can't teleport or recall back to town with your load. You can, however, use Gate Travel to bring back your horse.
- If you successfully Mine while at maximum carrying capacity, the material will be destroyed.
- If you can find a gargoyle mining utensil, grab it — these picks axes can score twice the normal amount of ore and help you find more valuable ore.
- A quarry near the gargoyle city can yield increased amounts of granite and sand.
- Once you learn specialization techniques, there's about a 10% chance that you'll find granite when searching for ore. You have about the same chance of finding sand on a beach.
- You can sail a large ship and mine in various places. Ships can hold a lot of ore in their holds. This can save you many, many trips to the forge.

Musicianship

The power of song carries over into other skills — Enticement, Provocation and Peacemaking. By simply playing a musical instrument, you can use this skill to lull or hypnotize a target. Alone, this skill has no use, save pleasure or the need to test out a finely crafted instrument you've crafted. Its only power comes in acquiring one of the other skills mentioned above. The better your musical ability, the more effective they'll be.

Musicianship Tips

- You can improve this skill by playing as you travel from place to place. The more you can raise it, the more your other musical skills will benefit.

HOW TO USE: Double-click on an instrument in your hand or backpack.

Affected by (%)	Skill 100
Starting Equipment	Random musical instrument
Tools	Drum, harp, lute, tambourine
Trained by	Bard, Bard Guildmaster
Improve by	Using skill
Macros allowed?	No (for house/boat)
Gain income by	None, by itself.
Complementary Skills	Enticement, Provocation, Peacemaking (all depend upon this skill)
Best Location	Britain, Ocllo, anywhere Bards hang out

Success Chance

Chance of success is equal to your current skill level.

Peacemaking

Peacemaking is closely tied to Musicianship, as your musical ability affects the success of this skill. It will calm down an attacking monster long enough for you or other parties to make a run for it. The effect of Peacemaking is one of short duration, so you'll need to use it often. Keep in mind that your soothing lullabies affect any fighting in your immediate area.

Peacemaking Tips

- Once you play an instrument, you automatically play that same one each time. Double-click another instrument in your pack to activate it.
- Peacemaking effectively "pauses" combat. During this lull, you can safely loot corpses and pick up treasure.
- Peacemaking can be used as you're traveling to practice.

HOW TO USE: Click blue Peacemaking spell gem, then click on instrument to play. Click on target.

Affected by (%)	Skill 100
Starting Equipment	Random musical instrument
Tools	Drum, harp, lute, tambourine
Trained by	Bard, Bard Guildmaster, Mayor
Improve by	Using skill
Macros allowed?	No
Gain income by	Scavenging battle scenes, adventuring
Complementary Skills	Musicianship (necessary), Enticement, Provocation
Best Location	Britain, Trinsic

Success Chance

Chance of success is equal to your current skill level.

Parrying

Parrying refers to your ability to use a shield. The better your Parrying ability, the more chance you have of averting or reducing damage taken during battle. The type of shield you can successfully manipulate depends on this skill; shields with high armor ratings are harder to manage during combat, so you won't see any Parrying benefit with them until you reach higher levels.

Many warriors place more emphasis on offensive combat skills, but it's just as necessary to defend yourself as to attack.

HOW TO USE: Hold a shield and engage in combat.

Affected by (%)	Skill 90 / Str 7.5 / Dex 2.5
Starting Equipment	Wooden shield
Trained by	Blacksmith, Blacksmith Guildmaster, Fighter, Jailor, Mercenary, Noble, Paladin, Warrior, Warrior Guildmaster, Weapons Trainer
Improve by	Taking hits in combat
Macros allowed?	No
Gain income by	Fighting and looting enemies
Complementary Skills	Tactics, any weapon skill, any one-handed fighting skill, Healing
Best Location	Trinsic, Jhelom, dungeons

Success Chance

Your chance of success depends on your Parrying skill, your opponent's Tactics skill, and the potential damage possible by your opponent's weapon. See **How Combat Works**, p. 187, for details.

Parrying Tips

- Sometimes, the biggest, baddest shield isn't the best because shields with a high armor rating stop blows less often. Try a buckler to increase the rate at which you gain this skill.
- Fighting multiple monsters means you get hit more often, which means you have a chance to use Parrying more often.
- You have to have one hand free to drink potions.
- Parrying works really well to fend off arrows and bolts from archers in PvP.
- Carry lots of bandages and acquire some Healing skill (enough to ensure you can succeed in bandaging on a regular basis). Making Healing potions isn't too expensive — it just requires a bit of Alchemy. You can re-use bottles, and the reagents can be found in the wild.
- Always try to Parry with something or someone just a tad bit better than you are.
- When you're trying to reach the elusive GM level, try teaming up with someone who can summon daemons for you to battle.

Poisoning

The ability to add poisons to food, drink, and one-handed edged weapons cannot be overstated. Many assassins and alchemists make a living out of applying or making poisons, which are always in high demand. Swordsmen and fencers have also been known to acquire this skill, since it can provide extra harm with sharp weapons. Additionally, a high Poisoning ability reduces the rate at which poisoned weapons corrode.

Types of poison potions (in order of effectiveness and difficulty) include Lesser Poison, Poison, Greater Poison, Deadly Poison and Lethal Poison.

HOW TO USE: Click blue Poisoning skill gem, then select poison potion. Target food, drink or weapon to poison it.

Affected by (%)	Skill 80 / Int 16 / Dex 4
Starting Equipment	2 Poison potions
Trained by	Thief Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Serving as "hired help," poisoning items for players, trapping containers and chests
Complementary Skills	Swordsmanship, Fencing, Alchemy, Taste Identification, Cooking (to make poisoned food), Arms Lore (to check weapons), Detect Hidden (to detect poison traps)
Best Location	Magincia, Nujel'm

Success Chance

The poison strengths below correspond to statistics given in **Secrets of Magic: Poison Strength**, p. 144. Poison 5 is not a player poison, but it is used by some monsters against you. You'll probably never boost your skill high enough to survive, but we're putting the numbers in just so you can see how difficult it would be!

% Chance	1%	25%	50%	75%	100%
Poison 1	-	8	20	33	45
Poison 2	-	26	50	63	75
Poison 3	-	64	75	88	(101)
Poison 4	96	(108)	(120)	(133)	(145)
Poison 5	(125)	(137	(150)	(162)	(165)

Poisoning Tips

- A high skill in Poisoning can prevent your poison-tipped weapons from corroding quite so quickly.
- The cardinal rule — do NOT double-click a poison potion! Doing so causes you to drink it, which means that you should always keep a couple of curing potions on hand in case of accidental ingestion.
- The Poisoning damage taken by a target varies, depending on their hit points.
- Keep an oil cloth (Tailored item) on hand. You can use it to wipe poison off of weapons, preventing them from corroding.
- Only sharp weapons can be poisoned.
- You can only poison one food item at a time (not a stack or container full of food).
- This can be a good skill to acquire in conjunction with Alchemy and Healing. You can make poisons, poison yourself, then cure yourself.
- Poisoning is a continuous process. Your victim will continue to take poison damage every 5 to 10 seconds until he or she is cured, dies, or the poison expires.
- You can use Poisoning with Tinkering to make poison traps.

Provocation

Poking and prodding with music — that's what Provocation can do for you. A simple tune from your instrument and a high enough Musicianship skill can encourage two monsters to fight one another. (Not all creatures can be provoked.) Sure, it can be slightly misunderstood by others, but when all you've got at your disposal is a lute and maybe a few gold coins, what's to lose but a bit of conscience (and karma)? There's bounty to be looted, after all.

Just be careful — if you fail in Provocation, the monster will attack you. You should have a backup combat skill with which to defend yourself, or at least Healing.

HOW TO USE: Click blue Provocation spell gem, then click on instrument to play. Click on target.

Affected by (%)	Skill 95 / Int .5 / Dex 4.5
Tools	Drum, harp, lute, tambourine
Trained by	Bard, Bard Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Adventuring, looting corpses, selling meat and hides
Complementary Skills	Musicianship (necessary), Enticement, Peacemaking, Healing, any combat skill
Best Location	Britain, Buccaneer's Den (no guards on patrol)

Success Chance

Chance of success is equal to your current skill level.

Provocation Tips

- Provocation in the city is illegal, and will be promptly punished within any city walls.
- Shopkeepers cannot be Provoked, and even trying to Provoke them will summon guards.
- Practice your Musicianship as much as possible. The higher it is, the better your other Bardic skills will be.
- Provocation is a good skill to have while young. You can pit two monsters against one another, and then "help" one attack the other. This results in increased combat ability with less risk to you — and more loot!
- Provoking two creatures to attack one another can be entertaining and profitable.

Remove Trap

This is an advanced skill that can't be selected until you've raised your Detect Hidden and Lockpicking skills past 50. At that point, you can start acquiring Remove Trap skill points.

One thing to remember is that an unsuccessful attempt may cause the trap to go off, then reset itself. If that happens, don't curse too long — you can try disarming the trap again. However, you won't gain Remove Trap skill again until you successfully disarm a different trap.

HOW TO USE: Click blue Remove Trap skill gem, then click on item to disarm.

Remove Trap Tips

- If you're also a crafter, make sure you take your gloves off before attempting this skill.
- If a chest is locked AND trapped, make sure you remove the trap prior to picking the lock.
- Keep a couple of curing potions on hand, just in case you don't succeed and set off the trap.

Affected by (%)	Skill 100
Starting Equipment	— (not a starting skill)
Trained by	Thief, Thief Guildmaster, Tinker, Tinker Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Looting chests, adventuring with groups in dungeons
Complementary Skills	Detect Hidden, Lockpicking
Best Location	Cities with many thieves, cities near dungeons

Success Chance

Your chance of success depends on the skill of the Tinker that created the trap in the first place.
For faction traps, you need more than twice this skill level. The actual success chance varies as you get closer to the trap.
Also, if you're wearing armor, that negatively affects your ability to Remove Traps.

Resisting Spells

This spell is one that does not require active use. To improve it, all you need to do is put yourself in harm's way — as in the path of a spell. It automatically attempts to defend you. Even if you don't succeed in avoiding the spell entirely, successful use of Resist Spell may reduce the duration of the spell.

Resisting Spells Tips

- The greater the difference between your Resisting Spells skill and the attacker's Magery skill, the less chance you have of warding any or all of it off. The difficulty of the spell being cast is also taken into account.
- The more spell damage you are about to absorb, the higher your skill needs to be to avoid that damage.
- However, you always have a slight chance of warding off a spell, even as a newbie with a couple of points in this skill.
- Direct-damage (DD) and duration spells are calculated differently. With damage spells, this skill can lessen the amount of damage. For duration spells, the length of the spell can be shortened.
- As a Warrior, you will greatly benefit from acquiring some skill in Resisting Spells. Many creatures in the wild and in dungeons can cast spells.

Affected by (%)	Skill 100
Starting Equipment	—
Trained by	City Mage, Healer Guildmaster, Mage Guildmaster, Mage Shopkeeper, Magincia Councilmember, Mercenary, Monk, Ocllo Cashual, Paladin, Ranger, Ranger Guildmaster, Sailor, Wandering Mage, Warrior, Warrior Guildmaster, Weapons Trainer
Improve by	Getting hit by spells
Macros allowed?	No (depends on spell)
Gain income by	None
Complementary Skills	Magery, any combat skill, Alchemy or Healing
Best Location	Any place with hostile magical occupants

Success Chance

Your chance of successfully Resisting Spells depends on your skill level, your attacker's Magery skill, and the circle that corresponds to the spell being cast.
If your Resisting Spells skill is higher than your opponent's Evaluate Intelligence skill, you will take less damage if the spell hits you.

Snooping

Snooping goes hand in hand with Stealing and Stealth. It's the cornerstone of thievery and allows you to see the contents of someone's backpack. Alone, it doesn't do much. With Stealing, it allows you to live the life of a pickpocket. However, Snooping in the city can land you in trouble with guards if you're caught by someone in the vicinity. Once you're an effective snooper, you can start Stealing. If you want to steal from players, however, you have to join the Thieves' Guild.

HOW TO USE: Double-click player or NPC to open paperdoll. Stand close, and double-click backpack to open it.

Affected by (%)	Skill 75 / Dex 25
Starting Equipment	20 Lockpicks
Trained by	Beggar, Gambler, Gypsy, Thief, Thief Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Stealing (requires Stealing skill)
Complementary Skills	Stealing, Hiding, Lockpicking
Best Location	Felucca, Britain, Buccaneer's Den (no guards) Avoid Trammel (no Snooping allowed)

Success Chance

Chance of success is equal to your current skill level.

Snooping Tips

- You can get some skill in Forensic Evaluation to identify other Thieves' Guild members.
- If you are Hiding and try Snooping, failure causes you to be visible.
- If you like to use Snooping and Stealing in various cities, try picking up some Magery so that you can travel by recalling.
- You can improve your Snooping from a boat near city docks. Have the tiller "slow forward" and try Snooping as you go. Even if you are discovered, it's harder for someone to get to you.
- One of the safest ways to raise this skill is to find a friend with lots of containers, etc., in their pack. Practice Snooping on them.

Spirit Speak

Dead players go around muttering "Oooooh! Oooooh!" all the time. In order to understand them, you have to develop the Spirit Speak skill. This can come in handy if your buddy gets killed on an adventure and needs to tell you something or set a meeting place.

Many players who develop this skill also use Healing. At higher levels, healers can resurrect dead players. Spirit Speak also serves to raise Intelligence, quite useful for other skills that depend on it.

HOW TO USE: Click blue Spirit Speak spell gem.

Affected by (%)	Skill 100
Starting Equipment	Black cloak
Trained by	Healer, Healer Guildmaster, Ocllo Priest, Wandering Healer
Improve by	Using skill
Macros allowed?	No
Gain income by	Resurrecting players
Complementary Skills	Healing
Best Location	Anywhere players can die

Success Chance

Chance of success is equal to your current skill level.

Spirit SpeakTips

- How long you can understand a dead player's speech depends on your skill level and Intelligence.
- Try using this during normal conversation as you travel — that will help improve it.

Stealing

Stealing is the capstone skill for thievery. Snooping, Hiding and Stealth all lead, generally, to the art of taking what belongs to others. "Others" can include monsters, chests, NPCs, and at higher levels, other players. You can only steal from other players if you join the Thieves' Guild or try Stealing from a guild member at war with your guild.

Stealing can result in pure success, failure, or something in between. (See the messages below.) Obviously, the better your skill level, the less chance you'll be noticed. If you are noticed, the guards might be called to attack you. Also, note that for two minutes after you make a steal, you are attackable and released from the guard's protection. You also appear gray to all of your victims, who are then free to attack you — even in town — until you die. And if you hit back in town, the guards will support your victims, not you.

Finally, you cannot steal on the Trammel facet; it's only possible on Felucca.

HOW TO USE:

To steal a random item. Click the blue Stealing skill gem, then target a container, creature, NPC or player.

To steal a specific item. Use Snooping. Drag an item from the target container or backpack onto your own.

Affected by (%)	Skill 90 / Dex 10
Starting Equipment	20 Lockpicks
Trained by	Beggar, Gambler, Gypsy, Thief, Thief Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Steal from others, adventuring
Complementary Skills	Snooping, Lockpicking, Hiding, Stealth
Best Location	Felucca, Britain, Buccaneer's Den (no guards) Avoid Trammel (no Stealing)

Success Chance

Your chance of success depends on your Stealing skill, as well as the value of the item. The more valuable something is, the harder it is to Steal. In general, it is also more difficult to steal a specific item.

Messages

Message	Meaning
True Success	You get the item and are not noticed.
Partial Success	You get the item and are noticed.
Partial Failure	You do not get the item, but are not noticed.
Total Failure	You do not get the item, and your attempt is noticed.

Thieves' Guild

Joining the Thieves' Guild costs 500 gold and a visit to a Thief Guildmaster. You must have played at least 40 real-world hours, raised Stealing to 60, and not have killed another player (that gives you a murder count). Once you're accepted, membership allows you to buy a disguise kit from the guildmaster and steal from players whose names appear blue to you. However, if you ever kill another player (i.e., have a murder count), you will summarily be kicked out. Finally, joining the Thieves' Guild makes you vulnerable to attack since players who kill you don't receive murder charges. See **Thieves' Guild**, p. 204.

Stealing Tips

- If you plan to fight at all, Tactics and Parrying are good skills to develop.
- If you're reading this to find out a thief's secrets — here's one for you. Stack items to make it harder, with the least important stuff on top, like newbie clothes and books. You can also use a black cloak to cover something really important (the pack background is black).
- Use Stealth prior to Stealing in order to approach unnoticed.
- Quick hits are best. Use Snooping to identify the item as you pass by. Then, make a dash back past (preferably on a horse) and snatch the item you want.
- You can practice stealing from your own packhorse to raise this skill.
- You have to join the Thieves' Guild to steal from other players. Similarly, you can't use disguises until you're a member.
- As weird as it sounds, you need to stash your valuables in a bank and kill yourself every once in a while. Why? Every time you steal, your name appears gray to whomever you stole from, and the guards will no longer protect you if you're attacked. Dying clears your slate and makes you once again appear normal to everyone else.
- Although you don't *have* to Snoop to find out what someone has, you should. It does give you the ability to Steal a specific item. (Stealing without Snooping yields a random item.)
- With near-GM levels in Wrestling and Arms Lore, you can disarm someone and steal whatever nice weapon they're wielding. (Disarming puts it in their backpack.)

Stealth

Stealth preceded by Hiding is the key that keeps many highly skilled thieves from being noticed. Before you can learn Stealth, you'll have to rack up at least 80 points in Hiding.

While you're Hiding and Stealthy, your character appears gray and you can walk a short ways. In general, the better your Stealth skill, the more steps you can take. Don't talk, run, Snoop, or cast any spells, or your Hiding and Stealth will be broken.

HOW TO USE: Use Hiding, then click blue Stealth skill gem.

Affected by (%)	Skill 100
Starting Equipment	— (not a starting skill)
Trained by	Ranger Guildmaster, Thief, Thief Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Gathering and selling information, Stealing
Complementary Skills	Hiding (required), Snooping, Lockpicking
Best Location	Outside cities, Britain, Buccaneer's Den (no guards)

Success Chance

Chance of success is equal to your current skill level. However, if you're wearing armor, your skill is reduced appropriate to the type and weight of the armor you're wearing.

Stealth Tips

- If you fail your Stealth attempt, you will become unhidden. Also, anyone with a comparable Detect Hidden skill may find you.
- Armor can impede your Stealth success, so wear the lightest set possible.
- Stealth can also be used to sneak up to creatures, perhaps to charm them with an instrument or loot them with Stealing.
- You can't Stealth while mounted on a horse, but you can Hide on a horse, and you can ride an ethereal mount.
- If you can't seem to raise Stealth, try wearing some armor. That makes the skill more difficult, and therefore more rewarding if you succeed enough times.

Swordsmanship

While Mace Fighting has its merits, it's sometimes necessary to use an edged weapon, and for this, you need Swordsmanship skill. Anytime you enter combat with a bladed weapon, this skill is automatically invoked and increases your chance of hitting an opponent. Be aware, though, that wielding two-handed weapons prevents you from drinking potions in between swings — you'll have to put your weapon into your pack first.

Sword-type weapons include the axe, battle axe, double axe, executioner's axe, hatchet, large battle axe, pickaxe, two-handed axe, butcher knife, cleaver, bardiche, halberd, broad sword, cutlass, katana, long sword, scimitar, Viking sword and skinning knife.

HOW TO USE: Wield a bladed weapon and enter Combat mode. Double-click on target to attack.

Affected by (%)	Skill 90 / Str 7.5 / Dex 2.5
Starting Equipment	Katana
Trained by	Bard, Bard Guildmaster, Blacksmith, Fighter, Healer, Jailor, Mercenary, Noble, Paladin, Pirate, Ranger, Ranger Guildmaster, Sailor, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith
Improve by	Using skill
Macros allowed?	Yes (for house/boat)
Gain income by	Adventuring, serving as escort/bodyguard
Complementary Skills	Anatomy, Arms Lore, Healing, Lumberjacking (for Strength) Poisoning, Parrying, Tactics
Best Location	Britain, Trinsic, Vesper, dungeons

Success Chance

Your chance of success depends on your Swordsmanship skill, your opponent's Tactics skill, and your opponent's armor and bonus items. See **How Combat Works**, p.187, for details.

Swordsmanship Tips

- You can apply Poison potions to any one-handed, edged weapon. Just remember to wipe the blade clean with an oil cloth afterward to prevent corrosion.
- You can't use Parrying if you're wielding a two-handed weapon.
- If you're escorting, you need to remember the NPC's name and the phrase "I will take thee!" If the NPC strays away or seems to be stuck, you'll need to repeat this phrase to him or her.
- For maximum skill gain, always try to fight something you succeed in killing about half of the time. Alternatively, practice with a guildmate or visit the fighting pit in Jhelom.
- Some weapons are faster than others, allowing you to swing more often.
- There's money to be made escorting NPCs. But, you'll want some Magery skill and a good supply of runes.
- Except for your favorite weapon, some gold, and lots of bandages, leave your valuables at the bank before going out for an adventure. Sometimes, regaining loot is more trouble than it's worth.
- If you're using an axe (but not a war axe), Lumberjacking can add a damage bonus when you're good enough at that skill. An especially good hit can land a concussion blow, lowering your target's Intelligence.

Tactics

Tactics is the ability to think on your feet during combat. It is one of the easiest skills to improve without effort, given that it is used every time you fight. Basically, Tactics gives you more damage power during combat and boosts your ability with whatever weapon you're using. A high Tactics skill can increase damage by as much as 50%. A low Tactics skill can reduce your potential damage by half. All physical combat skills use Tactics (see below).

See pp. 187-190 for an explanation of how damage is calculated.

HOW TO USE: Use any other physical combat skill.

Affected by (%)	Skill 100
Starting Equipment	—
Trained by	Blacksmith, Fighter, Mercenary, Monk, Noble, Ocllo Cashual, Paladin, Pirate, Ranger, Ranger Guildmaster, Sailor, Warrior, Warrior Guildmaster, Weapons Trainer, Weaponsmith
Improve by	Fighting using Archery, Fencing, Mace Fighting, Parrying, Swordsmanship or Wrestling
Macros allowed?	No (automatic skill; macroing not possible
Gain income by	Indirectly by adventuring and fighting
Complementary Skills	Arms Lore, Archery, Fencing, Mace Fighting, Parrying, Swordsmanship, Wrestling
Best Location	Any

Success Chance

Your chance of success depends on your Tactics skill and your opponent's Tactics skill. See **How Combat Works**, p. 187, for details.

Tactics Tips

- Here's a tactic you can use with just about any wielded weapon. Drink a Strength potion and then a Healing potion. This gives an extra kick to your Health and boosts weapon damage. Strength and Agility potions can also give you a temporary advantage in battle.
- It's not imperative to train this as you start out, but it will help you kill more monsters as a newbie.

Tailoring

Sewing fine clothing and leather armor is an art that can prove quite lucrative in Britannia. Cloth and clothing items of various styles and colors can add style and panache to your wardrobe, as well as others' outfits. This is one of the few skills that uses all three attributes — Strength, Dexterity and Intelligence.

As a tailor, you can unravel old clothing and leather using scissors. The higher your Tailoring skill, the more cloth or leather you can recover. Also, at higher levels, you can start dyeing items. Finally, the Tailor has the unique ability to create arcane clothing, exceptional tailored items enhanced with magical charges. The wearer of the clothing is able to use those charges to cast spells, and the number of charges dispensed matches the spell level circle. For instance, *Recall* is a fourth circle spell, so it would use four charges. Arcane clothing can be partially recharged using arcane gems.

HOW TO USE:

To craft items. With cloth or hides in backpack, double-click sewing kit. Click on a category, then click on an item and material type, if prompted.

To dye cloth/items. Double-click dye, then target dye tub. Select color, then double-click dye tub. Target the item you want to color. (Leather is not dyeable for most players. However, if you're a veteran player of at least two years and have a leather dye tub, you can.)

To recharge/add charges to an item. Double-click on an arcane rune, then click on an exceptional item of clothing. (A higher Tailoring skill results in more recharges.)

Affected by (%)	Skill 75 / Str 4 / Int 5 / Dex 16
Starting Equipment	Sewing kit, bolt of cloth, scissors
Tools	Sewing kit, scissors
Materials	Wool, cotton, bolts of cloth, cut cloth, leather, hides
Trained by	Cobbler, Tailor, Tailor Guildmaster, Tanner, Weaver
Improve by	Sewing
Macros allowed?	Yes
Gain income by	Making and selling clothing and leather/studded armor to players
Complementary Skills	Tinkering (to make sewing kits), Anatomy
Best Location	Towns, especially Delucia (woolly sheep and hides), Magincia and Nujel'm

Items

You cannot start making Tailored items until you have a 50% chance of success.

Use	On	To Produce
Furry Sheep	Bladed Item	Unspun Wool
Unspun Wool	Spinning Wheel	Yarn
Bale Of Cotton	Spinning Wheel	Thread
Flax Bundle	Spinning Wheel	Thread
Thread	Loom	Cloth
Yarn	Loom	Cloth
Bladed Item	Animal Corpse	Hide
Sewing Kit	Hide	Leather Clothing
Sewing Kit	Cloth	Clothing
Scissors	Cloth	Bandages
Dye	Dye Tub	Hued Dye Tub
Dye Tub	Cloth	Hued Cloth
Dye Tub	Yarn	Hued Yarn
Dye Tub	Clothing	Hued Clothing

Items/Success Chances

Category	Item	Material Required	50%	75%	100%
Headgear	Skullcap, Bandana	2 Cloth	0	12	25
	Floppy Hat	11 Cloth	6	19	32
	Wide-Brim Hat	12 Cloth	6	19	32
	Straw Hat	10 Cloth	6	19	32
	Wizard's Hat	15 Cloth	8	22	33
	Bonnet	11 Cloth	6	19	32
	Feathered, Tricorne Hats	12 Cloth	6	19	32
	Jester's Hat	15 Cloth	8	20	33
Shirts	Doublet	8 Cloth	0	12	25
	Tunic	12 Cloth	0	12	25
	Surcoat	14 Cloth	9	21	34
	Jester's Suit	24 Cloth	9	21	34
	Plain Dress	10 Cloth	13	25	38
	Shirt	8 Cloth	21	34	46
	Fancy Shirt	8 Cloth	25	37	50
	Fancy Dress	12 Cloth	33	46	59
	Cloak	14 Cloth	42	54	67
	Robe	16 Cloth	54	67	79
Pants	Kilt	8 Cloth	21	33	46
	Pants	8 Cloth	25	37	50
	Skirt	10 Cloth	29	41	54
Miscellaneous	Body Sash	4 Cloth	5	17	30
	Half Apron	6 Cloth	21	33	46
	Full Apron	10 Cloth	29	41	54
	Oil cloth	1 Leather	75	88	100
Footwear	Sandals	4 Leather	13	25	38
	Shoes	6 Leather	16	29	42
	Boots	8 Leather	33	46	59
	Thigh Boots	10 Leather	42	54	67
Leather Armor	Leather Cap	2 Leather	6	19	32
	Leather Gloves	3 Leather	52	65	77
	Leather Gorget, Sleeves	4 Leather	54	67	79
	Leather Leggings	10 Leather	67	79	92
	Leather Tunic	12 Leather	71	83	96
Studded Leather	Studded Gorget	6 Leather	79	92	(104)
	Studded Gloves	8 Leather	83	96	108
	Studded Sleeves	10 Leather	87	100	(113)
	Studded Leggings	12 Leather	92	(104)	(117)
	Studded Tunic	14 Leather	96	(108)	(121)
Female Armor	Leather Skirt	6 Leather	58	70	83
	Leather Bustier	6 Leather	58	70	83
	Leather Shorts	8 Leather	63	75	88
	Leather Armor	8 Leather	63	75	88
	Studded Bustier	8 Leather	83	95	(108)
	Studded Armor	10 Leather	88	100	(113)

Tailoring Tips

- To save buckets of gold, make your own cloth using cotton or wool and the appropriate tailoring item.
- If you hunt for your own hides, you can make a stack of them smaller by using scissors on the hides. This drastically cuts their weight, enabling you to carry more. Similarly, you can cut up raw cotton or wool to make your load lighter.
- You don't have to kill sheep to get wool. Instead, you can just use your dagger or another sharp, edged weapon to shear them. Make sure you're not in War mode, however, or you'll kill the sheep (unless you want to kill it).
- Leather armor is a great money-maker. If you can find a veteran tailor with a dye tub, you can get it colored.
- Strength is fairly important for toting around all of your supplies, so picking up Lumberjacking or Mace Fighting is a good idea.
- You can occasionally make an exceptional item. Also, you can put labels (maker's marks) on any item you sew. Exceptional robes, cloaks, some gloves and boots can be magically enhanced with an arcane rune. These items take the place of reagents for certain spells through supplying "charges" and can be re-enhanced with additional runes.
- If you are also skilled in Carpentry, you can make items for player's houses.
- When you start dyeing cloth, stick to one color. This lets you combine remnants into a single bolt.

Taste Identification

A finely trained tongue can pick up more than the woody taste of an aged wine; it can also detect the slightest brush of poison or identify the contents of a potion or potion keg. Successfully using Taste ID displays the potion type, or in the case of food, whether or not it's tainted.

A good taste-tester should always have a few curing potions on hand. Or at least 60s in Healing and Anatomy (to cure Poisoning).

HOW TO USE: Click blue Taste ID skill gem, then click on potion, keg or food.

Affected by (%)	Skill 100
Starting Equipment	3 random potions
Trained by	Alchemist, Baker, Cook, Farmer, Herbalist, Ocllo Cashual
Improve by	Using skill
Macros allowed?	No
Gain income by	Taste-testing
Complementary Skills	Alchemy, Anatomy, Healing, Poisoning, Resisting Spells (auto-improves with this skill)
Best Location	Britain, other adventurer towns

Success Chance

Your chance of success depends on whether you have previously identified the potion or not. Additionally, there's the chance that you can identify the reagents in known potion.

Item	1%	25%	50%	75%	100%
Known potion	1	13	25	38	50
Unknown potion	46	57	70	83	95

Taste Identification Tips

- You can use Taste ID to see what reagents are present in a potion, as well as what type of potion is in a keg.
- You really don't need many points in this skill unless you're tasting for others.

Tinkering

Tinkers are the handypeople of the land — using Tinkering, they can create tools, locked containers, and an array of odd and cool items like the bola (a thrown device that can knock someone off their horse). Developing a good Tinkering skill can also aid in other skills like Blacksmithy, Carpentry, Lockpicking, Poisoning and Tailoring. Also, once you get good enough, any containers that are lockable automatically get locks and keys when you craft them.

One skill combination advocated by many, many players is a character skilled in Tinkering, Mining and Blacksmithing. Not only are you pretty self-sufficient (you can gather ore, smelt ingots, and eventually make your own tools and armor), but you also get the tool for three different trades for free. Currently, this combination also gives you the ability to obtain and fill bulk orders for Blacksmithing vendors.

HOW TO USE: Double-click tinker's tools, then select item category. Click on item to create.

Affected by (%)	Skill 90 / Str 5 / Int 3 / Dex 2
Starting Equipment	Tinker's tools; tinker parts
Tools	Tinker's tools
Materials	Ingots, lumber, clock parts, clock frames, sextant parts, empty bottles, empty kegs, barrel lids, barrel taps, purple potions, green potions, crossbow bolts, faction silver
	Gems (star sapphires, emeralds, sapphires, rubies, citrines, amethysts, tourmalines, amber, diamonds)
	Tinker parts (axles, gears, axles with gears, hinges, springs)
Trained by	Miller, Tinker, Tinker Guildmaster
Improve by	Using skill
Macros allowed?	Yes
Gain income by	Crafting and selling items, repairing tools
Complementary Skills	Alchemy (to create trap potions), Blacksmithy, Carpentry, Lockpicking, Poisoning, Tailoring
Best Location	Cities like Britain, Minoc (have ore sites nearby)

Tinkering Tips

- You can't color items that are stackable or that are components of other items. Some items made of colored metal, however, will keep their color.
- Clock parts and lockpicks don't use many ingots, but are good for raising skill level. You'll need to boost your Tinkering a bit first, though.
- Jewelry, lockpicks and component parts don't get maker's marks, but other tools and items do.

Items/Success Chance

You can make 54 different kinds of jewelry — use any of the nine gems in three types of necklaces, a ring, earrings or bracelet.

Category	Item	Materials	1%	25%	50%	75%	100%
Wooden Items	Axle	1 Boards or Logs	-	-	0	12	25
	Jointing plane	4 Boards or Logs	1	12	25	37	50
	Moulding plane	4 Boards or Logs	1	12	25	37	50
	Smoothing plane	4 Boards or Logs	1	12	25	37	50
	Clock frame	6 Boards or Logs	1	12	25	37	50
	Rolling pin	5 Boards or Logs	1	12	25	37	50
Tools	Tongs	1 Ingot	11	23	35	48	60
	Scissors	2 Ingots	6	17	30	42	55
	Tinker's tools	2 Ingots	11	22	35	47	60
	Sewing kit	2 Ingots	11	22	35	47	60
	Mortar and pestle	3 Ingots	21	33	45	58	70
	Mapmaker's pen	1 Ingot	26	38	50	62	75
	Scribe's pen	1 Ingot	26	38	50	62	75
	Scorp	2 Ingots	31	42	55	68	80
	Hatchet	4 Ingots	31	42	55	68	80
	Draw knife	2 Ingots	31	42	55	68	80
	Saw	4 Ingots	31	42	55	68	80
	Dovetail saw	4 Ingots	31	42	55	68	80
	Froe	2 Ingots	31	42	55	68	80
	Hammer	1 Ingot	31	42	55	68	80
	Inshave	2 Ingots	31	42	55	68	80
	Skillet	4 Ingots	31	42	55	68	80
	Fletcher's tools	3 Ingots	36	47	60	72	85
	Shovel	4 Ingots	41	52	65	77	90
	Smith's hammer	4 Ingots	41	52	65	77	90
	Sledge hammer	4 Ingots	41	52	65	77	90
	Pickaxe	4 Ingots	41	52	65	77	90
	Lockpick	1 Ingot	46	57	70	82	95
	Flour sifter	3 Ingots	51	63	75	88	100
Parts	Barrel Lid	5 Wood	-	1	10	23	35
	Gears	2 Ingots	6	17	30	42	55
	Springs	2 Ingots	6	17	30	42	55
	Hinge	2 Ingots	6	17	30	42	55
	Clock parts	1 Ingot	26	38	50	62	75
	Sextant parts	4 Ingots	31	42	55	68	80
	Barrel Tap	2 Ingots	36	48	60	72	85
Utensils	Knife (left, right)	1 Ingot	-	-	0	12	25
	Fork , Spoon (left, right)	1 Ingot	-	7	20	33	45
	Plate	2 Ingots	-	7	20	33	45
	Goblet, Pewter mug	2 Ingots	11	22	35	47	60
	Cleaver	3 Ingots	21	33	45	58	70
	Butcher knife	2 Ingots	26	38	50	62	75
	Skinning knife	2 Ingots	26	38	50	62	75

Category	Item	Materials	1%	25%	50%	75%	100%
Miscellaneous	Key ring	2 Ingots	11	22	35	47	60
	Iron key	3 Ingots	21	33	45	58	70
	Lantern	4 Ingots	31	42	55	68	80
	Candelabra	4 Ingots	56	68	80	93	(105)
	Globe	4 Ingots	56	68	80	93	(105)
	Scales	4 Ingots	61	73	85	98	(110)
	Spyglass	4 Ingots	61	73	85	98	(110)
	Heating stand	4 Ingots	61	73	85	98	(110)
Jewelry	Bracelet	2 Ingots, 1 gem	41	52	65	77	90
	Earrings	2 Ingots, 1 gem	41	52	65	77	90
	Necklace (golden)	2 Ingots, 1 gem	41	52	65	77	90
	Necklace (jeweled)	2 Ingots, 1 gem	41	52	65	77	90
	Necklace (silver)	2 Ingots, 1 gem	41	52	65	77	90
	Ring	2 Ingots, 1 gem	41	52	65	77	90
Assemblies	Axle with gears	1 Axle, 1 Gear	-	-	-	-	0
	Bola	4 Bola balls, 3 Leather or Hides	-	-	-	-	0
	Clock (left, right)	1 Clock parts, 1 Clock frame	-	-	-	-	0
	Clock parts	1 Spring, 1 Axle with gear	-	-	-	-	0
	Sextant	1 sextant parts	-	-	-	-	0
	Sextant parts	1 Hinge, 1 Axle with gear	-	-	-	-	0
	Potion Keg	1 Empty keg, 10 empty bottles, 1 barrel lid, 1 barrel tap	51	63	75	88	100
Traps[1]	Dart trap	1 Ingot, 1 Crossbow bolt	31	42	55	68	80
	Poison trap	1 Ingot, 1 green Poison potion	31	42	55	68	80
	Explosion trap	1 Ingot, 1 purple Explosion potion	56	68	80	93	(105)
Faction Traps[2]	Faction gas trap	1000 Faction silver, 10 Ingots, 1 green Poison potion	66	77	90	(103)	(115)
	Faction explosion trap	1000 Faction silver, 10 Ingots, 1 purple Explosion potion	66	77	90	(103)	(115)
	Faction saw trap	1000 Faction silver, 50 Ingots, 1 Gear	66	77	90	(103)	(115)
	Faction spike trap	1000 Faction silver, 50 Ingots, 1 Spring	66	77	90	(103)	(115)
	Faction trap removal kit	500 Faction silver, 10 Ingots	66	77	90	(103)	(115)

[1] For all trapped items, the trap strength is equal to your Tinkering skill / 10. You can be damaged if you fail.

[2] Faction traps are only available to Faction Tinkers.

Tracking

Tracking allows you to follow animals, monsters and players, whether they're in the city or forest. Successful use reveals the direction in which the target has traveled. As your skill in Tracking gets higher, you can detect targets more often and from further away. Tracking can come in handy for finding thieves, certain species of animals, or an elusive monster in a dungeon.

Tracking Tips

- You don't have to get Tracking very high – 25 points or so should work.
- Some players will pay to be guided.
- Tracking can be used with Forensic Evaluation to hunt down thieves.

HOW TO USE: Click blue Tracking skill gem, then choose target from list. Click on a tracking option.

Affected by (%)	Skill 75 / Int 12.5 / Dex 12.5
Starting Equipment	Knife for skinning, brown boots
Trained by	Ranger, Ranger Guildmaster
Improve by	Using skill
Macros allowed?	No
Gain income by	Playing detective, hunting, guiding
Complementary Skills	Animal Lore, Archery, Animal Taming, Veterinary, Camping
Best Location	Vesper, Skara Brae, anywhere with thieves, players, animals

Success Chance

Chance of success is equal to your current skill level.

Veterinary

Rangers and shepherds, or anyone that deals with pets on a regular basis, need to take care of their assets. So, the Veterinary skill lets you check your animal's health and heal them of most wounds and poisons. Success restores some of the animal's hit points, depending on how injured they are and how high your skill is. With 60+ in both Veterinary and Animal Lore, you can also cure animals who have eaten poisoned food or been poisoned by weapons.

HOW TO USE: Double-click bandages, then on target animal.

Veterinary Tips

- You can make your own bandages by cutting bought cloth with scissors.
- Healing "killer" pets can flag you a criminal. If you heal pets for others, you'd better check out its history or owner first.

Affected by (%)	Skill 80 / Str 8 / Int 8 / Dex 4
Starting Equipment	5 Bandages, scissors
Equipment	Bandages
Trained by	Animal Handler, Animal Trainer, Rancher, Veterinarian
Improve by	Using skill
Macros allowed?	No
Gain income by	Healing pets and mounts for players
Complementary Skills	Animal Lore, Tracking, Animal Taming, Musicianship, Peacemaking
Best Location	Any town with a lot of adventurers passing through

Success Chance

Chance of success is equal to your current skill level.

Wrestling

Wrestling is one of those skills you can use without much of anything. There's no supplies, no weapons... nothing but your bare hands. As long as they're empty, you can make your move. Wrestling determines how fast you can attack, and how much damage you can do. You'll do anywhere from 1 to 8 points of damage, more if you have high Strength and Tactics.

The biggest bonus to wrestling occurs when you've earned 60+ points in Wrestling and Arms Lore. At that point, you get a special Disarm attack that can wrest a weapon out of your target's hand and shove it into his backpack (at which point, if you're a thief, you can try Stealing it). Earning 60+ in Wrestling and Anatomy gives you a special Stun attack. Once hit by a Stun punch, a target will be paralyzed for four seconds.

Each special move you make costs 15 Stamina, and you must wait 10 seconds between special moves. You can, however, make normal Wrestling attacks in between special ones. Players recommend making macros to stun or disarm opponents.

HOW TO USE:

To wrestle normally. Enter War mode with empty hands, then double-click target.

To wrestle with special attacks. Enter War mode with empty hands, then run macro to empty your hands, enter War mode and activate Stun or Disarm special attack.

(To create the macro, open the Options screen and add a new macro that assigns the WresStun or WresDisarm action to a keystroke. You can then use that key in battle to use the special attack, as long as your hands are empty and your skills are high enough.)

Affected by (%)	Skill 90 / Str 9 / Dex 1
Starting Equipment	Leather gloves
Trained by	All NPCs
Improve by	Entering combat
Macros allowed?	Yes (for special attacks)
Gain income by	Hunting, guarding, looting, adventuring
Complementary Skills	Anatomy, Arms Lore, Tactics, any combat skill
Best Location	Trinsic, or any place with a Warriors' Guild

Success Chance

Your chance of success depends on your Wrestling skill and your opponent's Tactics skill. See **How Combat Works**, p. 187.

Wrestling Tips

- If you're fighting bare-handed, Wrestling also affects how many times you get hit during PvP play.
- You can practice Wrestling dummies in town without being in War mode. Look for training dummies and take off your gloves or gauntlets — you don't need them, and they'll just wear out faster.
- This makes a good backup skill for any other combat ability — Fencing, Mace Fighting and Swordsmanship. That way, you're not helpless if you lose your weapon.
- Mages often use this as a defensive skill, since it reduces casting interruptions.
- Thieves with high Arms Lore, Stealing and Wrestling can use Disarm to steal weapons from someone's hand.
- Wrestling is useful in normal play, but *especially* handy for fighting other players. So, if you're in a guild sparring match, the Jhelom pits, or on a PvP server, don't forget about this skill.

Secrets of Magic

MAGIC

Magic is power. It is the strength of raging storms distilled to a few potent drops. It is the might of a lightning bolt, folded into a graven wand no thicker than a finger. It is the raw energy drawn from the cosmos and coerced to follow the whims of fragile mortals.

But magic is not omnipotence. Know that the cost of necessary and vital reagents prevents the acquisition of fortune. Long hours of study ruin health and doom companionable friendships. Those few of you (and you will number few) who survive both your lessons and your first combat experiences will know the demands of commercial inventory and the fine points of legal contracts no less than the intricacies of reagents and incantations. You will grow to be paranoid and garrulous, sarcastic and bitter, dyspeptic and chronically exhausted. You will be betrayed unto death, and none shall mourn you.

But you won't believe me, and even if you did you wouldn't care. So study diligently and remember before all this one basic precept:

> "Always enunciate carefully, no matter what is about to bite your head off."

- Inspirational Speech of Xathron, Elder Mage, to the entering candidates of the Academy

MAGERY SKILL

In *Ultima Online*, your magical abilities are measured in terms of Magery skill, a numerical scale that measures your magical proficiency. You can select this skill when you create a character. Your skill can rise as high as 100, once you've spent time in practice.

When you've acquired a bit of Magery skill and attempt to work magic, your Magery skill is used to determine your chances of success. The higher your skill, the more likely you are to succeed. A successful spell subtracts mana points and depletes your current stock of reagents. (Note that a successful spell can still be Resisted by your target, reducing or nullifying its effect.)

For more information on Magery skill, see p. 95.

Improving Magery

If you're in the market for new spells, visit all of the local magic shops. While you're there, inquire about any local mages. Just as in the real world, any reliable contacts you make can put you ahead.

Other adventurers can make good sources for new spells as well — many of them have little use for scrolls and are more than happy to sell them.

- If you want to increase your Magery skill, cast spells. Start with lower-Circle, non-harmful spells (like *Heal*) on yourself or friends. The more you successfully cast them, the more your skill improves. Later, casting more powerful, higher-Circle spells will increase your Magery skill even faster.
- You'll need the Inscription skill to create a scroll of a spell that you know. (See **Inscription**, p. 90, for how to do this.)
- If you have a spell inscribed on a scroll you can cast it without reagents.
- If you plan to pursue a career in magic with a customized character design, you might select these skills and values when you create your character:

Magery	35 (or about half your available points)
Resisting Spells	20 (or about a third of your available points)
Alchemy	10 (or about a sixth of your available points)

BUILDING A BETTER MAGE

by Ja'elk (John Smith)

Generally speaking, if I had to encapsulate magery as it currently stands, I'd say that it's the *must have* utility skill in the game. Even at lower levels it's good to have the ability to Recall across the lands rather then resorting to public moongates or relying on a runebook. Most of the decent utility spells are located in the lower Circles of magic and will more then make up for the 40 or 50 points you put into the skill — and these spells *only* use Magery.

Attributes

For a starting custom mage, I'd go with high Strength and Dex, and low intelligence. The way the system works (especially with no stat locks) is that the skills you use dictate the way your stats develop. Therefore, while starting with high Intelligence will allow you to cast more spells right off the bat, if you start lower and concentrate on practicing spellcasting, your Intelligence will soon be where you want it to be, anyway. And the trade-off for a high starting Intelligence is a low starting Strength, which means fewer hit points.

Core Skills

Magery. The central mage skill — the skill you need to cast spells. There are many utility spells (e.g., *Heal, Create Food*), and even if you don't use magic for combat, you should consider building up your Magery for these spells alone.

Evaluating Intellect adds to the effectiveness of your spells based on the target's Resisting Spells. The exact calculation is rather onerous, but the basic assumption that higher is better serves well. Put simply, if your Eval is higher then their resistance, you do more than the base damage of the spell in question; conversely, if your Eval is lower then their Resist, you do less then the base damage.

Meditation is a measure of the Mage's ability to regenerate mana. There are two modes of the skill — active and passive. Active use greatly increases your mana regeneration rate at the expense of most actions. (Personally, I use the time to sort through my backpack, and I start meditating *after* I open the pack.) Passive mode gives you a lower rate of regeneration, but this rate is still based on Meditation.

Resisting Spells is the natural ability to resist the effects of offensive magical energies. This is also one of the hardest skills to raise in the game. You really want to start improving this skill as quickly as possible, regardless of whether or not you play a mage. Currently there is nothing in the game that modifies your natural magical resistance. With a low Resist, you're just asking for trouble against any magic-using opponent.

Remaining Skills

Additional "mage" skills are, as most things are with mages, a contentious topic. Some opt to foresake skills like Alchemy or Inscription for Animal Taming and Animal Lore (Tamer/Mages) or Musicianship, Provocation and Peacekeeping (Bard/Mages). Still others will take a balanced set of stats and use a weapon skill, Anatomy and Tactics to become Fighter/Mages (commonly referred to as Tank Mages). The "Nox" Mage is a mage who builds up his Poisoning skill. This greatly enhances the effectiveness of the *Poison* spell, In Nox (hence the name).

And then there's the "Pure Mage." This mage takes the four core skills, plus Inscription and Wrestling (to limit direct melee hits and therefore reduce the chance of casting interruption). The seventh skill is more open to debate. Many take Poisoning (there's that Nox Mage again) and many take Hiding (good for those situations where you're totally out of mana, as active Meditation regenerates your mana while you're hidden). Still others pick one of the numerous craft skills. Among these mages, Alchemy is high on the list.

CIRCLES OF MAGIC

Spells are currently grouped into eight Circles containing eight spells apiece. Each Circle marks an increase in the power of spells that can be cast and the amount of mana that they require. At first, you will only have the ability to cast spells of the 1st Circle. Each time you cast a spell, the game checks your current Circle and your Magery skill. To advance from one Circle to the next, you must improve your Magery skill. The break points for the consecutive Circles are arranged along a sliding scale, such that the earlier Circles are somewhat easier to achieve, while a skill in the upper 90s is necessary to achieve the final Circle.

Nothing within the game will tell when you've advanced — no magical information scroll will appear, no kind citizen will inform you of your new powers. (No one said the ancient arts were user-friendly.) You must keep track of the spells you have cast and your Magery skill yourself, or simply acquire a few spells of the next Circle and attempt to cast them from time to time.

- By the way, you'll know a spell was successful if you see the effect happen, or see sparkles appear around the affected item or person. If the spell fails, you will get a message to that effect.

Circles

Spells	1st	2nd	3rd	4th	5th	6th	7th	8th
	Clumsy	Agility	Bless	Archcure	Blade Spirits	Dispel	Chain Lightning	Earthquake
	Create Food	Cunning	Fireball	Archprotect	Dispel Field	Energy Bolt	Energy Field	Energy Vortex
	Feeblemind	Cure	Magic Lock	Curse	Incognito	Explosion	Flamestrike	Resurrection
	Heal	Harm	Poison	Fire Field	Magic Reflection	Invisibility	Gate Travel	Summon Air Elemental
	Magic Arrow	Magic Trap	Telekinesis	Greater Heal	Mind Blast	Mark	Mana Vampire	Summon Daemon
	Night Sight	Magic Untrap	Teleport	Lightning	Paralyze	Mass Curse	Mass Dispel	Summon Earth Elemental
	Reactive Armor	Protection	Unlock	Mana Drain	Poison Field	Paralyze Field	Meteor Swarm	Summon Fire Elemental
	Weaken	Strength Stone	Wall of	Recall Creature	Summon	Reveal	Polymorph Elemental	Summon Water

GETTING AND CASTING SPELLS

Scrolls. Once you've found (or bought or stolen) a spell scroll, you can do one of two things — place the spell into your spellbook or cast it directly from the scroll.

Placing the spell in your spellbook. You can place a spell in your spellbook even if you haven't yet reached that spell Circle. Once you reach that circle and attain enough skill, you can cast it, as long as you have the reagents and mana. (See p. 95 for Magery requirements.)

Casting the spell from the scroll. Casting a spell from a scroll is very similar to casting a spell from your spellbook. However, it doesn't require reagents, and you get a "two Circle boost" — you can cast spells from scrolls as much as two Circles higher than your actual current Magery skill. (For example, with 35 Magery skill, you can normally only cast 4th Circle spells, but you can also cast spells from 5th or 6th Circle scrolls.) Casting a scroll spell still burns the same mana as casting the same spell from a spellbook. Your chance of success with a scroll is nearly always better than when casting the same spell itself, and if you fail, the scroll isn't lost (two big advantages), but you can only use the scroll once (a significant drawback).

(For the record, your chance of success with a scroll is the same as your chance of success with a spell two Circles lower. For example, your chance of success with a 4th-Circle scroll is the same as your chance of success when casting a 2nd-Circle spell directly.)

With any luck, you'll find scrolls. You can also purchase them from other players or from NPCs. Most spell scrolls you find (versus purchasing them) will be 1st or 2nd Circle spells. Occasionally, you'll find a real jewel (like an 8th Circle spell). Figure that, of the scrolls you find while adventuring, less than one in 100 contain an 8th Circle spell.

If you have developed the Inscribe skill, you can copy spells from your spellbook onto scrolls, which you can give or sell to others.

Spellbook. To have continued access to a spell, place it in your spellbook. (Place your spellbook in your backpack and drag the scroll icon over your book — you can do this only if you've advanced to the required Circle.) Having a spell in your book doesn't guarantee you'll be able to cast it — you must have the necessary mana and reagents. You can buy blank spellbooks from other players or alchemy shops, or you may get lucky and find one that contains spells. You can carry multiple spellbooks in your pack.

Potions. Some spells can be condensed into magical potions. Potions are created by alchemists, and are sold at alchemy shops. (Players can sell the potions they own anywhere.) You do not have to have any Magery skill to use potions. They almost always work, but can be used only once.

Double-left-click on a potion to Use it. Potions are color-coded, so you know their general effects, but some potions have varying intensities. You (or someone else) may want to use the Taste ID skill, which can identify a potion without activating it. See **Potions**, p. 143.

Other Magic Items. Some enchanted items — swords, statues, wands and rings among them — exist in the lands of Ultima. These items cast spells when used, or possess certain magical qualities such as increased durability. See **Magic Items**, p. 141.

Recall Runes and Runebooks

Runes and runebooks can be used to instantly travel from one location to another. You can purchase a rune (a small, unenchanted wooden token) at a magic shop (among other places). The use of runes are described in the spell descriptions for *Mark* (6th Circle), *Recall* (4th Circle) and *Gate Travel* (7th Circle). (Basically, cast *Mark* on a rune when you're at a specific location, then cast *Recall* on the rune anytime you want to return to that location. Cast *Gate Travel* to open a temporary gate to the Marked location.)

A Runebook can "store" up to 16 Marked locations, along with five to ten charges. See **Inscription**, p. 90, for how to create a runebook. You can recharge it by dropping *Recall* scrolls on the book, one per charge, up to its maximum capacity.

Each book will always have a default location (one of its 16 Marked locations). To Recall or Gate to a book's default location, cast *Recall* or *Gate Travel* on the closed book (with a spell or with a scroll). As always, *Recall* requires 11 mana and *Gate Travel* requires 40 mana. The default location is indicated by a red button on that location's page. To make another location your default for the book, turn to the new location's page and click on the green button (**Set Default**). It turns red, to show that it's the new default location.

To travel to any other location in a runebook, open the book (double-click on it) and click on the appropriate gem icon next to the destination. (Note: In order to travel to a location using a runebook, you must be on the same facet as that location. You cannot travel between facets by using a runebook.) This takes a charge from the book and requires 11 mana. You cannot Gate this way.

Other runebook notes:

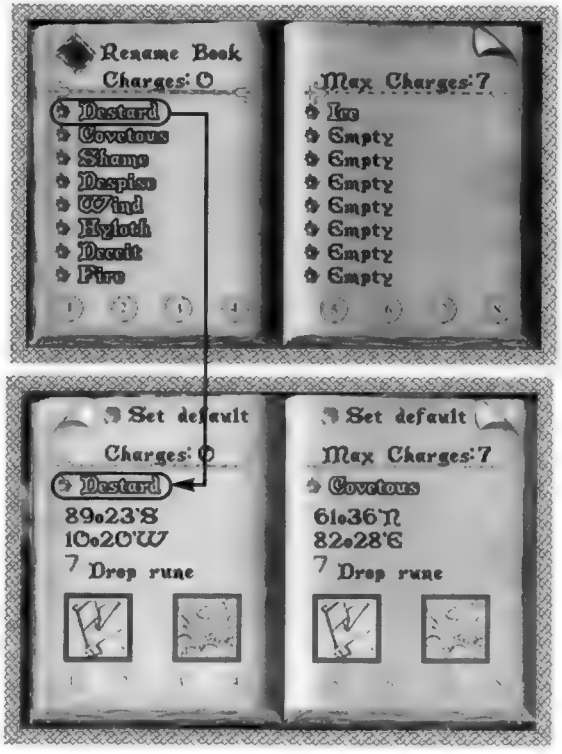
Click the Rename Book gem to rename it.

Click a circled number (at bottom) to turn to that page.

Click the blue Remove Rune button to drop a rune from the book (giving you a rune).

Felucca locations are green; Trammel are red.

Runebooks cannot be equipped and have no weight. They cannot be stolen if kept in the top level of your backpack (not in any sub-pack). If you die while holding runebooks in your backpack, they will re-appear in your backpack after you resurrect (in the same manner as spellbooks).



RUNIC LEXICON

Every mage worth his or her spellbook knows that to cast any spell, you must know the magical words of power. These aren't any ordinary words — uttering them can cause the reagents you're carrying to combine and spew out a spell.

Syllable	Letter	Meaning
An		Negate or Dispel
Bet		Small
Corp		Death
Des		Lower or Down
Ex		Freedom
Flam		Flame
Grav		Field
Hur		Wind
In		Make, Create or Cause
Jux		Danger, Trap or Harm
Kal		Summon or Invoke
Lor		Light
Mani		Life or Healing
Nox		Magic
Ort		Poison
Por		Move or Movement
Quas		Illusion
Rel		Change
Sanct		Protect or Protection
Tym		Time
Uus		Raise or Up
Vas		Great
Wis		Know or Knowledge
Xen		Creature
Ylem		Matter
Zu		Sleep

SPELL NAMES

Acquiring spells is an art in and of itself (see **Getting and Casting Spells**, p. 124). Magery is an occupation unlike any other, and it behooves one to be intimately familiar with all spells — not just memorized ones.

The first lesson in spellcasting is that each spell has several names — common, lexicon (spoken) and runic (written). While most spells are referred to in common terms, you should be able to recognize all spells by their aural and visual representations.

	Common	Lexicon	Runic
1st Circle	Clumsy	Uus Jux	
	Create Food	In Mani Ylem	
	Feeblemind	Rel Wis	
	Heal	In Mani	
	Magic Arrow	In Por Ylem	
	Night Sight	In Lor	
	Reactive Armor	Rel An	
	Weaken	Des Mani	
2nd Circle	Agility	Ex Uus	
	Cunning	Uus Wis	
	Cure	An Nox	
	Harm	An Mani	
	Magic Trap	In Jux	
	Magic Untrap	An Jux	
	Protection	Uus Sanct	
	Strength	Uus Mani	
3rd Circle	Bless	Rel Sanct	
	Fireball	Vas Flam	
	Magic Lock	An Por	
	Poison	In Nox	
	Telekinesis	Ort Por Ylem	
	Teleport	Rel Por	
	Unlock	Ex Por	
	Wall of Stone	In Sanct Ylem	

4th Circle	Archcure	Vas An Nox	
	Archprotection	Vas Uus Sanct	
	Curse	Des Sanct	
	Fire Field	In Flam Grav	
	Greater Heal	In Vas Mani	
	Lightning	Por Ort Grav	
	Mana Drain	Ort Rel	
	Recall	Kal Ort Por	
5th Circle	Blade Spirits	In Jux Hur Ylem	
	Dispel Field	An Grav	
	Incognito	Kal In Ex	
	Magic Reflection	In Jux Sanct	
	Mind Blast	Por Corp Wis	
	Paralyze	An Ex Por	
	Poison Field	In Nox Grav	
	Summon Creature	Kal Xen	
6th Circle	Dispel	An Ort	
	Energy Bolt	Corp Por	
	Explosion	Vas Ort Flam	
	Invisibility	An Lor Xen	
	Mark	Kal Por Ylem	
	Mass Curse	Vas Des Sanct	
	Paralyze Field	In Ex Grav	
	Reveal	Wis Quas	
7th Circle	Chain Lightning	Vas Ort Grav	
	Energy Field	In Sanct Grav	
	Flamestrike	Kal Vas Flam	
	Gate Travel	Vas Rel Por	
	Mana Vampire	Ort Sanct	
	Mass Dispel	Vas An Ort	
	Meteor Swarm	Kal Des Flam Ylem	
	Polymorph	Vas Ylem Rel	
8th Circle	Earthquake	In Vas Por	
	Energy Vortex	Vas Corp Por	
	Resurrection	An Corp	
	Smn. Air Elmtl.	Kal Vas Xen Hur	
	Smn. Daemon	Kal Vas Xen Corp	
	Smn. Earth Elem.	Kal Vas Xen Ylem	
	Smn. Fire Elem.	Kal Vas Xen Flam	
	Smn. Water Elem.	Kal Vas Xen An Flam	

REAGENTS

To the ignorant and untrained eye, reagents can appear to be nothing more than plants or other natural substances. Yet for the knowing, they provide a vital link connecting the physical world and the nebulous fields of ethereal energy. Of course, there are about this world other, similar items, purported to be reagents by some and occasionally found in shop displays. These are curiosities to most, but a few may well hold hidden powers.

If you're practicing alchemy or magic, you need to become intimately familiar with reagents. Alchemists extract the essence of reagents to form potions with magical properties. Mages, on the other hand, combine several different reagents in casting different spells. Before you can successfully cast a spell from your spellbook, you must have the necessary reagents present in your backpack.

While creating a potion might require more than one unit of a particular reagent, casting a spell (or creating a scroll) always requires just one unit of each reagent that is listed in the spell description.

Acquiring and learning spells can be somewhat daunting, but obtaining reagents is a relatively straightforward task. You can find them in the wild, or purchase them in the cities, or from vendors. Some reagents are more plentiful in certain areas, but you should be able to find anything you need within an hour's walking distance, especially if you search underground.

Black Pearl

Black pearls are rare, and are often referred to as the reagent of movement. When finely ground into a powder, black pearls can invoke spells that **teleport** or **propel** the caster to another location.

Fireball (3)	Mind Blast (5)	Energy Field (7)
Fire Field (4)	Poison Field (5)	Gate Travel (7)
Mana Drain (4)	Energy Bolt (6)	Mana Vampire (7)
Recall (4)	Mark (6)	Mass Dispel (7)
Blade Spirits (5)	Paralyze Field (6)	Energy Vortex (8)
Dispel Field (5)	Chain Lightning (7)	

Blood Moss

Blood moss takes its name from its reddish color. Those familiar with mycology theorize that blood moss is a magical offshoot of the Hyalopycris blepharistoma fungi.

Prevalent in wetter surroundings (such as marshes or swamps), this type of fungi is a base reagent for spells involving **locomotion** or **animation**.

Clumsy (1)	Incognito (5)	Polymorph (7)
Agility (2)	Sum. Creature (5)	Earthquake (8)
Magic Untrap (2)	Explosion (6)	Energy Vortex (8)
Magic Lock (3)	Invisibility (6)	Resurrection (8)
Telekinesis (3)	Mark (6)	Sum. Air Elem. (8)
Teleport (3)	Reveal (6)	Summon Daemon (8)
Unlock (3)	Chain Lightning (7)	Sum. Earth Elem. (8)
Wall of Stone (3)	Mana Vampire (7)	Sum. Fire Elem. (8)
Recall (4)	Meteor Swarm (7)	Sum. Water Elem. (8)

Garlic

The ground paste of a ripe bulb of garlic has a reputation for warding off evil. This effect accurately describes its use as a reagent as well. Modern magicians use garlic in spells that **protect** the caster (or a specified target) or **dispel danger**. Garlic is the most plentiful reagent — you can find and pick it in all areas of the world.

Create Food (1)	Magic Lock (3)	Magic Reflection (5)
Heal (1)	Wall of Stone (3)	Paralyze (5)
Reactive Armor (1)	Archcure (4)	Dispel (6)
Weaken (1)	Archprotection (4)	Mass Curse (6)
Cure (2)	Curse (4)	Mass Dispel (7)
Magic Trap (2)	Greater Heal (4)	Resurrection (8)
Protection (2)	Dispel Field (5)	
Bless (3)	Incognito (5)	

Ginseng

Ginseng is hailed as the reagent of health, as its syrup bestows both **healing** and **restoration**. Common Britannia folk use it as a home remedy for fatigue and sickness, but true magicians also appreciate ginseng for its magical **enhancement** qualities and always keep a healthy portion on hand.

Create Food (1)	Protection (2)	Paralyze Field (6)
Feeblemind (1)	Archcure (4)	Earthquake (8)
Heal (1)	Archprotection (4)	Resurrection (8)
Cure (2)	Greater Heal (4)	

Mandrake Root

Mandrake root is harder to find than other reagents, although it is probably the most commonly used of the eight base reagents. Like blood moss, it thrives in dark, dank areas where most dare not venture. Those that do search out this precious root are rewarded by being able to cast spells invoking **strength**, **power** and **energy**.

Create Food (1)	Recall (4)	Gate Travel (7)
Agility (2)	Blade Spirits (5)	Mana Vampire (7)
Cunning (2)	Magic Reflect. (5)	Mass Dispel (7)
Strength (2)	Mind Blast (5)	Meteor Swarm (7)
Bless (3)	Paralyze (5)	Polymorph (7)
Telekinesis (3)	Sum. Creature (5)	Earthquake (8)
Teleport (3)	Dispel (6)	Energy Vortex (8)
Archcure (4)	Explosion (6)	Sum. Air Elem. (8)
Archprotection (4)	Mark (6)	Sum. Daemon (8)
Greater Heal (4)	Mass Curse (6)	Sum. Earth Elem. (8)
Lightning (4)	Chain Lightning (7)	Sum. Fire Elem. (8)
Mana Drain (4)	Energy Field (7)	Sum. Water Elem. (8)

Nightshade

The nightshade plant is as deadly as its long-standing reputation. Its touch can poison a human; in a magical spell, it invokes powers of **death**, **damage** and **illusion**.

Most mages would rather pay a steep price for nightshade from a vendor than search for it in swamps. Because its flowers bloom only at night, it must be picked in the late evening hours — coinciding with the feeding habits of many dangerous swamp inhabitants.

Clumsy (1)	Poison (3)	Energy Bolt (6)
Feeblemind (1)	Curse (4)	Invisibility (6)
Weaken (1)	Blade Spirits (5)	Mass Curse (6)
Cunning (2)	Incognito (5)	Energy Vortex (8)
Harm (2)	Mind Blast (5)	
Strength (2)	Poison Field (5)	

Spider's Silk

Spider's silk is an inexpensive reagent, as it is quite plentiful and light on one's back, even in large quantities. However, it is so fine that massive amounts of fibers are consumed by a single spell. True to its origin as webbing, this reagent calls forth **summoning** and **binding** spells.

Heal (1)	Dispel Field (5)	Mana Vampire (7)
Night Sight (1)	Magic Reflect. (5)	Meteor Swarm (7)
Reactive Armor (1)	Paralyze (5)	Polymorph (7)
Harm (2)	Poison Field (5)	Sum. Air Elem. (8)
Magic Trap (2)	Sum. Creature (5)	Sum. Daemon (8)
Fire Field (4)	Paralyze Field (6)	Sum. Earth Elem. (8)
Greater Heal (4)	Energy Field (7)	Sum. Fire Elem. (8)
Mana Drain (4)	Flamestrike (7)	Sum. Water Elem. (8)

Sulphurous Ash

Foul-smelling but powerful, sulphurous ash is a dusty volcanic residue. It is found mainly in mountainous regions and is a common element of any spell releasing **fire**, **light** or **explosive** energy.

Magic Arrow (1)	Curse (4)	Energy Field (7)
Night Sight (1)	Fire Field (4)	Flamestrike (7)
Reactive Armor (1)	Lightning (4)	Gate Travel (7)
Magic Trap (2)	Dispel Field (5)	Mass Dispel (7)
Magic Untrap (2)	Mind Blast (5)	Meteor Swarm (7)
Protection (2)	Dispel (6)	Earthquake (8)
Magic Lock (3)	Mass Curse (6)	Sum. Daemon (8)
Unlock (3)	Reveal (6)	Sum. Fire Elem. (8)
Archprotection (4)	Chain Lightning (7)	

False Reagents

Adventurers in Britannia may notice that NPC mages take a marked interest in certain "reagent-like" substances, including Dragon Blood, Daemon Bone, Serpent Scales and Volcanic Ash. (And those who are familiar with the world of Pagan — visited in *Ultima VIII* — may know that these substances do, in fact, function as reagents in that barbaric land.) It should therefore be noted that, while NPCs may have use for these substances in conjunction with certain theoretical inquiries, they are of no use whatsoever at this time to player mages, except as commodities to be sold or traded to those who desire them. To speak plainly, there are no "secret spells" in *Ultima Online* at this time, and these "occult objects" should not be construed as evidence of some kind of secret power to be unearthed.

COMBAT SPELLCASTING

There are some crucial limitations to spellcasting that are particularly important in combat. First of all, a mage is frozen in place while casting a spell, and cannot move until the spell is completely cast. Also, if the mage is struck while trying to cast the spell, there is a chance that the spell will abort. This chance varies according to the amount of damage the caster takes, and his Magery skill. Finally, once the targeting cursor for spellcasting appears, the mage has 30 seconds to select a target and unleash the spell, or it will be lost.

One final limitation — field spells (spells with area effects) cannot be cast near teleporters or dungeon entrances.

MAGIC TIPS

- Your spellbook cannot be stolen and it stays with you when you die ... unless you put it inside a second container in your pack (which there is absolutely no reason to do), in which case it stays with your corpse and can be looted. The moral here is obvious.
- Likewise, you don't have to have your spellbook in hand to use it, so don't. Leave it in your pack where it's nice and safe.
- If you open your spellbook, you can click on the little triangle to the right of the name of the spell to go to that spell's page. You can then drag the spell's rune/icon to anywhere on the screen, and cast it by left-clicking the icon. This is, of course, *much* faster than searching through your spellbook, and can be faster than trying to hit your macro key combination.
- Targetable spells (spells that require you to specify a target) display cross hairs when you cast them. Place the cross hairs over a target, then left-click.
- When casting area effect spells (spells that affect everyone/everything within a certain radius), it's better to target the ground near the middle of your objectives rather than the objectives themselves. This "grounds" the spell and distributes its effects more evenly.
- Never waste your mana and reagents on a high-level spell when something cheaper will do the job just as well. Mana regenerates slowly in the game, and as a mage, you'll be more vulnerable when your mana level is low. (And always remember that Meditation can restore mana more quickly.)

- Always keep a large supply of reagents on hand. The last thing you want to face is a life-or-death situation with a shortage of blood moss or ginseng.
- It's handy to keep your spellbook open all of the time. Minimize it, leaving the closed book visible. This will save time when you're scrambling to cast a spell.
- Work with another mage whenever possible. The best magical combination is to have one mage working on offensive spellcasting, while the other concentrates on healing and protecting the first mage or accompanying warriors.
- Keep a backup magic item handy (an item with magical charges) whenever possible, in case your mana or reagents run low.
- Without Meditation, mana regenerates at a flat rate of one point every five seconds.
- Casting offensive spells in town, including the Summon and Field spells and those listed below, is forbidden and subject to punishment.

Clumsy	*Feeblemind*	*Mass Curse*
Poison	*Curse*	*Mana Drain*
Paralyze	*Weaken*	*Earthquake*
Mana Vampire		

Any offensive spells cast in town will do no damage, but casting them will flag you as a criminal. Wall spells (also known as field spells) cannot be cast in justice regions (towns, around moongates and so forth).

SPELL DESCRIPTIONS

This section is meant to be used as a mage's reference, and lists the following aspects of each spell, by Circle:

Reagents. What natural reagents must be present and combined to cast the spell. Reagents are consumed during the casting of a spell, whether it is successful or not. See pp. 127-129 for information on each of the eight reagents. Reagents include Black Pearl, Blood Moss, Garlic, Ginseng, Mandrake Root, Nightshade, Spider's Silk and Sulphurous Ash.

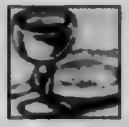
Duration. How long the spell's effects last, in seconds.

Effect. What the spell does when it is cast. Some spells affect only the caster, others a target, and others an entire area. *(Where useful, the actual possible point range is also listed, italicized and in parentheses.)*

This column also indicates which offensive spell effects can be reduced or nullified through Resisting Spells. **NR** at the end of an effect description means that this offensive spell cannot be resisted. **R-full** means that it can be resisted, and doing so completely nullifies its effect. **R-half** means that it can be resisted, reducing its effect to half the original damage. Spells without any of these notations are not offensive spells.

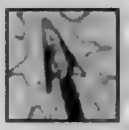
Walls. Several spells (e.g., *Wall of Stone, Fire Field*) create a magical wall. In each case, the wall is the same size. It stands, like a door facing the caster, three paces wide, three paces tall and one pace thick.

Clumsy


Create Food

Feeblemind

Heal


Magic Arrow

Night Sight

Reactive Armor

Weaken

1st Spell Circle

1st Circle	Reagents	Duration (secs)	Effect
Clumsy	BM,Ns	120% Magery *(up to 120 sec.)*	Reduce's target's Dex by Magery/10+1 *(2 to 11 pts.)*. NR
Create Food	Ga,Gi,MR	Permanent	Creates 1 of 10 food items: grapes, ham, cheese, muffins, fish, ribs, chicken, sausage, apple or peach.
Feeblemind	Gi,Ns	120% Magery *(up to 120 sec.)*	Reduces target's Intelligence by Magery/10+1 *(2 to 11 pts.)* NR
Heal	Ga,Gi,SS	Permanent	Restores Hit Points: (Magery/10) + (1 to 5) *(2 to 15 pts.)*.
Magic Arrow	SA	Single Use	Casts flaming fireball at target, for 8-17 damage. R-half
Night Sight	SS,SA	Until the next dawn or dusk	Sharpens night vision (greater effect with greater skill). R-half
Reactive Armor	Ga,SS,SA	Single Use	Cast on self. Reflects part of one blow's damage; caster still takes the remaining damage. Damage reflected is (Inscription + Meditation + Eval)/4 *(up to 75 pts.)*.
Weaken	Ga,Ns	120% Magery *(up to 120 sec.)*	Reduces target's Strength by Magery/10+1 *(2 to 11 pts.)*. NR

All 1st Circle spells cost 4 mana and take .5 seconds to cast.

1st Circle

- If you're a mage fighting another mage, you can temporarily lower his Intelligence by casting *Feeblemind*. This lessens your opponent's chances of hitting you with a spell, since casting abilities are affected by Intelligence. Similarly, striking a warrior with *Clumsy* or *Weaken* will lower his ability to hit you.
- *Create Food* is handy when you're in the middle of nowhere and feeling peckish; it's also handy for tamers who may run out of food for their pets.
- *Night Sight* is useful for venturing into dark places and offers a higher level of visibility than that of Night Sight potions.
- While a target is suffering from a spell that lowers attributes — e.g., *Weaken* or *Feeblemind* — no other such spells can be cast on the target.

2nd Circle

- *Cure* is always handy for curing low-strength poison.
- *Magic Trap* is good for trapping pouches in your pack. This discourages thieves.

Also, if paralyzed by a monster or another player, simply double-click a trapped pouch in your pack and you will be free to move again (of course, you'll take a small bit of damage).

2nd Spell Circle

2nd Circle	Reagents	Duration (secs)	Effect
Agility	BM,MR	120% Magery *(up to 120 sec.)*	Increases target's Dexterity by Magery/10+1 *(2 to 11 pts.)*.
Cunning	MR,Ns	120% Magery *(up to 120 sec.)*	Increases target's Intelligence by Magery/10+1 *(2 to 11 pts.)*.
Cure	Ga,Gi	Permanent	Counteracts poison (greater skill counteracts more intense poison).
Harm	Ns,SS	NA	Strikes a target within 10 paces (adjacent target takes 10-30 damage; damage is reduced the farther the target). R-half
Magic Trap	Ga,SS,SA	Single Use	Places an explosive trap on a useable object that activates when object is used, for **minimal** damage.
Magic Untrap	BM,SA	Single Use	Deactivates magical trap on a single object.
Protection	Ga,Gi,SA	2 * Magery *(up to 200 sec.)*	Gives chance that mage is Protected from interruption: (Inscription+Meditation+Eval)/4 *(up to 75%)*.
Strength	MR,Ns	120% Magery *(up to 120 sec.)*	Increases target's Strength by Magery/10+1 *(2 to 11 pts.)*.

All 2nd Circle spells cost 6 mana and take .75 seconds to cast.

Agility

Cunning

Cure

Harm

Magic Trap

Magic Untrap

Protection

Strength

3rd Spell Circle

3rd Circle	Reagents	Duration (secs)	Effect
Bless	Ga,MR	120% Magery *(up to 120 sec.)*	Increases target's Strength, Dexterity and Intelligence by Magery/10+1 *(2 to 11 pts.)*.
Fireball	BP	Permanent	Launches large fireball at target for 12-32 damage.R-half
Magic Lock	BM,Ga,SA	Until broken/magically unlocked	Places magical lock on a chest.
Poison	Ns	Single Use	Poisons target. Poison strength determined by (Magery + Poison)/2: Up to 65 – Poison 1, 65 to 85 – Poison 2, 85+ – Poison 3 (100 – 10% chance of Poison 4). R-full
Telekinesis	BM,MR	Single Use	Use or move a single object that is beyond reach.
Teleport	BM,MR	Single Use	Transports caster to target location within same screen *(max distance 11 paces)*. Location must be visible to caster.
Unlock	BM,SA	Single Use	Picks and opens a magical or normal lock.
Wall of Stone	BM,Ga	10 seconds	Erects temporary stone Wall on open ground.

All 3rd Circle spells cost 9 mana and take 1 second to cast.

3rd Circle

- *Magic Lock* only works on chests, boxes and other containers. It will not work on doors.
- Use *Wall of Stone* to temporarily block a door and give you time to escape from a monster or nasty NPC. (However, note that blocking another player character in a room so that she'll be killed is considered an exploit on Trammel, and can get you banned.)
- *Teleport* requires line-of-sight with your destination. For instance, to get to a roof with no other access, you might have to climb a hill first. *Teleport* can also save you when trapped by monsters.
- Field and Wall spells are very sensitive to the direction in which they are cast. They'll appear perpendicular to the direction you are facing when you cast them. Be sure that you're pointing the right way before you cast.
- *Telekinesis* is useful for treasure hunters. With this spell, you can safely disable the traps on a lock before unlocking it.
- *Fireball* is a good offensive spell — it costs little mana, and can often finish off a kill for you.

4th Circle

- When you find yourself involved in a magical battle, try casting *Mana Drain* or *Mana Vampire* on your enemy. They're very effective and temporarily eliminate an opposing mage's ability to cast high-level spells.
- If you're enough of a mage to cast *Recall*, but can't yet cast *Mark*, don't worry. Recall runes are available from many vendors everywhere, or another player can Mark an object for you.
- Note that a *Curse* will lower Intelligence, Dexterity and Strength simultaneously.
- Mass-effect spells — *Mass Curse, Archcure, Chain Lightning* and so forth — work well over a densely populated area. A maximum of nine characters can be affected at once if they're packed into a tight group, standing shoulder-to-shoulder. Target the ground at the center of the group instead of the group itself for the maximum effect.

4th Spell Circle

4th Circle	Reagents	Duration (secs)	Effect
Arch Cure	Ga,Gi,MR	Single Use	Counteracts poisoning for *every* character and creature within two or three paces.
Arch Protection	Ga,Gi,MR,SA	120% Magery *(up to 120 sec.)*	Increases target's armor rating by Magery/10 *(1 to 10 improvement)*.
Curse	Ga,Ns,SA	120% Magery *(up to 120 sec.)*	Decreases target's Strength, Dexterity and Intelligence by Magery/10+1 *(2 to 11 pts.)*. NR
Fire Field	BP,SS,SA	50% Magery + 4 *(up to 54 sec.)*	Erects a flaming Wall on open ground; 2 damage/second to anyone touching field. R-half (each occurrence)
Greater Heal	Ga,Gi,MR,SS	Permanent	Heals target by 40% Magery + (1 to 10) *(2 to 50 pts.)*.
Lightning	MR,SA	Single Use	Launches lightning strike on target for 9-38 damage. R-half
Mana Drain	BP,MR,SS	Single Use	Max drain: Magery (if attacker's Eval is less than defender's Resist, then max is reduced, but by no more than half). Min drain: Max - 50 (no "negative drain"). R-full
Recall	BP,BM,MR	NA	Transports user to rune's original Marked location. Must be used on rune Marked with Mark spell (6th Circle). Recall will not work at all if you are carrying more than your normal maximum weight.

All 4th Circle spells cost 11 mana and take 1.25 seconds to cast.

Archcure

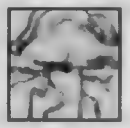
Arch-protection

Curse

Fire Field

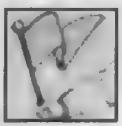
Greater Heal

Lightning



Mana Drain

Recall



5th Spell Circle

5th Circle	Reagents	Duration (secs)	Effect
Blade Spirits	BP,MR,Ns	120 seconds	Creates spinning column of blades that detects and chases moving targets within a one-yard radius, inflicting up to 15 pts. per strike. It chooses among targets based on (Strength + Tactics)/distance (that is, close, strong, tactically skilled targets are its highest priority). NR
Dispel Field	BP,Ga,SS,SA	For life of field	Creates one-pace gap in a Wall spell (e.g., *Poison Field*).
Incognito	BM,Ga,Ns	120% Magery *(up to 120 sec.)*	Randomly changes your physical appearance and name.
Magic Reflection	Ga,MR,SS	Until it fully absorbs spells	Cast on self; reflects damage spells back at person who cast them. Reflects up to about 10 "Circles" of spells (e.g., about ten 1st Circle spells, or two 5th Circle spells, or any other combination totalling about ten).
Mind Blast	BP,MR,Ns,SA	Single Use	Compares the highest and lowest attributes (STR, INT, DEX) of the target. Damage is (highest stat - lowest stat)/2 *(up to 50 pts.)*. R-half
Paralyze	Ga,MR,SS	20% Magery + 7 *(up to 27 sec.)*	Temporarily paralyzes target. R-full
Poison Field	BP,Ns,SS	40% Magery + 3 *(up to 43 sec.)*	Creates Wall of poison on open ground with same effect as *Poison* (3rd Circle). R-full
Summon Creature	BM,MR,SS	4 * Magery *(up to 400 sec.)*	Summons an animal or monster for combat support. Random chance of alligator, bear (black, grizzly, polar), chicken, deer, eagle, gorilla, horse, llama, panther, pig, rabbit, timber wolf, walrus, giant scorpion, giant serpent, slime.

All 5th Circle spells cost 14 mana and take 1.5 seconds to cast.

5th Circle

- When a summoning spell is cast, creatures always try to appear about three feet to the north (directly up and to the right of where the caster is standing). If something is standing at the place where the creature should appear, it appears elsewhere nearby.
- When fighting a magical battle, set up a *Magic Reflection* on yourself. Your reflection only rebounds a few spells, so you may need to recast it several times during battle.
- Be judicious in your use of *Mind Blast*. The damage it inflicts is based on the difference between your target's highest attribute (STR, DEX or INT) and his lowest attribute. Opponents who have obvious disparities in attributes (for example, a very strong, very dumb monster, or a very smart, very clumsy NPC) are much more susceptible to *Mind Blast* damage. You're wasting your time casting this on a well balanced opponent.

- *Blade Spirits* are geared to track and attack warrior types — namely, characters with high Strength and Tactics skills. Similarly, *Energy Vortex* tracks and attacks mages and other characters with high Intelligence and Magery skill. Both spells are particular about their targets. Your best defense against either spell is to run and lure it past nearby characters in hopes that the spell finds someone else a more suitable target than you.

  If you cast either of these spells yourself, you're safe from it — *if* you're in Trammel and not in a guild. In Felucca or during a guild war, either one may turn on its caster.

- *Blade Spirits* and *Energy Vortex* can have a devastating effect in a crowded room. Stand near the door, cast either of them, then trap your opponents in the room with *Magic Lock* or *Wall of Stone*. Be aware that some monsters can dispel these spells, though.
- This is a bit obvious, but it bears stating — if you need to heal during combat, *Paralyze* is tailormade to get the monster off your case long enough to restore some hit points.
- The field spells (*Energy Field, Fire Field, Poison Field, Dispel Field* and *Paralyze Field*) double as both offensive and defensive weapons. Most monsters tend to shy away from fields.

6th Circle

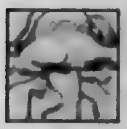
- An *Explosion* spell, closely followed by an *Energy Bolt*, is a common and effective offensive combination. Cast in close sequence, they hit at about the same time, inflicting a double whammy before your target can recover from either one.
- When you make yourself invisible, you see yourself as a gray apparition on the screen (2D) or a translucent image (3D). However, other players cannot see you for the duration of the spell (unless, of course, a mage casts *Reveal* where you are, in which case you're fully visible again).
- Try to cast *Mark* away from doors and other paths of heavy traffic.
- If you can cast *Mark*, it can provide a quick teleport getaway in an emergency. From just outside your home (or wherever you want the spell to take you), cast the spell on a rune. It will record your exact location. You may want to cast *Mark* on several items, just so you have several safe points of escape (your home, your guild hall, a healing shrine and so forth).
- Use *Reveal* if you suspect an invisible character lurks nearby, but be careful — it only reveals the contents of a single tile (about a yard square). If a mage *Reveals* somone, that person becomes visible to all.
- Invisible targets can still be hit by area effect spells.

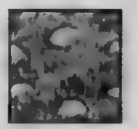
6th Spell Circle

6th Circle	Reagents	Duration (secs)	Effect
Dispel	Ga,MR,SA	Single Use	Permanently destroys a single Summoned target; powerful mages can occasionally dispel Summoned elementals and daemons. R-full
Energy Bolt	BP,Ns	Single Use	Fires bolt of energy at target for 20-62 damage. R-half
Explosion	BM,MR	Single Use (2-second delay)	Hits target for 20-62 damage. R-half
Invisibility	BM,Ns	120% Magery *(up to 120 sec.)*	Makes target temporarily invisible.
Mark	BP,BM,MR	Permanent	Makes a rune a teleport marker. Using *Recall* (4th Circle) on a Marked rune teleports caster to original location where object was Marked. Runes Marked in Trammel have a golden appearance. A Marked rune can be "Marked over" with a new location, but it can't be erased.
Mass Curse	Ga,MR,Ns,SA	120% Magery *(up to 120 sec.)*	Delivers *Curse* — Str/Dex/Int Penalty: Magery/10+1 *(2 to 11 pts.)* — on all creatures within a pace or two. NR
Paralyze Field	BP,Gi,SS	33% Magery + 3 *(up to 36 sec.)*	Creates Wall of paralysis on open ground. Paralysis duration: 30 seconds (R-full).
Reveal	BM,SA	Single Use	Unveils all invisible objects, creatures and/or characters in target tile. NR

All 6th Circle spells cost 20 mana and take 1.75 seconds to cast.

Chain Lightning ᛁᛋᚷ Flamestrike ᛅᚱᚴ Mana Vampire ᛅᚠᛒ Meteor Swarm ᛅᛘᚱ





ᛅᚠᛒ Energy Field ᚴᛅᚠ Gate Travel ᛒᚴ Mass Dispel ᚴᛘᚠᛅ Polymorph

7th Spell Circle

7th Circle	Reagents	Duration (secs)	Effect
Chain Lightning	BP,BM,MR,SA	Single Use	Casts lightning bolt within a pace or two of target tile for 30-72 damage. R-half
Energy Field	BP,MR,SS,SA	28% Magery + 2 *(up to 30 sec.)*	Creates impenetrable Wall of energy on open ground.
Flamestrike	SS,SA	Single Use	Casts down a pillar of flames onto target for 30-72 damage. R-half
Gate Travel	BP,MR,SA	30 seconds	Opens gate to location where rune was *Marked* (6th Circle). Must be cast on *Marked* rune; any can use gate for the duration of the spell.
Mana Vampire	BP,BM,MR,SS	Single Use	Transfers mana from target to caster, up to caster's max capacity. Target's mana restores normally. R-full
Mass Dispel	BP,Ga,MR,SA	Single Use	Destroys all Summoned creatures within 8 paces. R-full (each creature checks individually)
Meteor Swarm	BM,MR,SS,SA	Single Use	Casts flaming meteor storm on anyone within a pace or two of targeet tile for 30-72 damage. R-half
Polymorph	BM,MR,SS	Magery *(up to 100 sec.)*	Transforms caster's appearance into chosen form (caster's stats stay the same). Choices: bear (black, grizzly, polar), chicken, dog, gorilla, panther, wolf, daemon, ettin, gargoyle, lizard man, ogre, orc, slime, troll, male or female human.

All 7th Circle spells cost 40 mana and take 2 seconds to cast.

7th Circle

- *Gate Travel* opens a 30-second gate between your current location and a specific Marked location. This spell is useful for moving an entire party of people (or a lot of pets) between points. In particular, you can't Recall with your packhorse, but you can bring it along with a Gate.
- An *Energy Field* is impassable (the other field spells can be passed through, but with some detrimental effects). Because of this, *Energy Field* is the best one for blocking off an exit from a dangerous room.

8th Circle

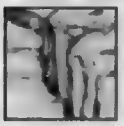
- Just before battle, Summon a creature, then access its status window by double-clicking on the creature. The name box will say something like "Daemon" or "Fire Elemental." Erase that identifying name by clicking in the name field and typing in a new name. Now, you can treat the creature like a pet — order it to attack, follow, retrieve and so forth. Its loyalty will be at maximum, although the creature will disappear after a short time
- *Earthquake* is a destructive spell, but it can also help you make a grand escape. A wide-radius spell, it causes all characters within the area (except the caster) to flop around on the ground and injure themselves. The effects of an earthquake last long enough to allow you to flee the area.
- *Energy Vortex* will not work against PCs in Trammel (but they still work *just fine* against monsters).

8th Spell Circle

8th Circle	Reagents	Duration (secs)	Effect
Earthquake	BM,Gi,MR,SA	Single Use	Creates tremor that makes standing characters and creatures within 10 paces stumble and fall (except caster) (damage: half of each target's HP). R-half, but still fall
Energy Vortex	BP,BM,MR,Ns	90 seconds	Creates moving vortex of energy that attacks targets within its half-pace radius, inflicting up to 26 pts. per strike. It chooses among targets based on (Magery + Intelligence)/distance (that is, close, intelligent, magically skilled targets are its highest priority). NR
Resurrection	BM,Ga,Gi	Permanent	Brings human player ghost back to life; does not affect creatures or NPCs.
Summ. Air Elem.	BM,MR,SS	4 * Magery *(up to 400 sec.)*	Summons air elemental for combat support.
Summ. Daemon	BM,MR,SS,SA	4 * Magery *(up to 400 sec.)*	Summons daemon for combat support. Caster loses 1-700 Karma.
Summ. Earth Elem.	BM,MR,SS	4 * Magery *(up to 400 sec.)*	Summons earth elemental for combat support.
Summ. Fire Elem.	BM,MR,SS,SA	4 * Magery *(up to 400 sec.)*	Summons fire elemental for combat support.
Summ. Water Eleme.	BM,MR,SS	4 * Magery *(up to 400 sec.)*	Summons water elemental for combat support.

All 8th Circle spells cost 50 mana and take 2.25 seconds to cast.

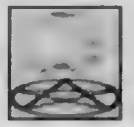
Earthquake



Energy Vortex

Resurrection

Summon Air Elem.



Summon Daemon

Summon Earth Elem.

Summon Fire Elem.

Summon Water Elem.

MAGIC ITEMS

Throughout your travels in Britannia, you may encounter magic items — swords, armor, wands and so forth — that have magic spells cast on them. Unlike the spells in your spellbook, you do not absolutely have to possess any magic skill to use the items, nor do you need to have the proper reagents or have achieved the proper spell Circle for the spell you wish to cast. The magical energy required for the spell is contained in the magical item — you do not need an incantation or reagents to cast it.

The following percentages control magic items created entirely at random. Each percentage is the chance that the particular type of item will be created:

26%	Magic weapon	14%	Magic wand or staff
26%	Magic armor	7%	Magic clothing
26%	Scroll	1%	Ring

But of course, things rarely happen entirely at random. Also, there are different types of magic — an enchanted breastplate that improves the wearer's weapon skills can't be created because weapon magic is only found on weapons, armor magic is only found on armor, and so forth.

If a character not fully skilled in magic uses a weapon (including a wand or staff) that triggers a damage spell, the effect of that spell might be reduced. If the user's Magery and Eval Intellect are both 100, the spell has full effect. If both are around 50, it will have half effect, and so forth.
(The actual calculation is:
(Normal Damage) * (Magery + Eval)/200.)

The Substantial Sword of Daemon's Breath

Sounds pretty sharp, but what can it do? The following tables list the magical qualities that magic items can have, and a description of each quality. For example, the sword mentioned above has 10 more hit points than average, and (while enchanted) casts the *Fireball* spell on whatever it strikes. The percentages listed are the chances that a particular effect will be cast on the weapon. (For example, if a helmet is enchanted, there is a 12% chance it will be a Durable Helmet, a 6% chance it will be a Substantial Helmet and so forth.)

Magic Armour

Boosts in armor value only apply to the areas covered by the magical armor.

All of these effects are permanent.

37%	Defense	+5 to AR
19%	Guarding	+10 to AR
11%	Hardening	+15 to AR
6%	Fortification	+20 to AR
2%	Invulnerability	+25 to AR
12%	Durable	+5 armor hit points
6%	Substantial	+10 armor hit points
4%	Massive	+15 armor hit points
2%	Fortified	+20 armor hit points
1%	Indestructible	+25 armor hit points

Magic Weapons

All of the effects listed below are permanent.

16%	Ruin	+1 damage
8%	Might	+3 damage
4%	Force	+5 damage
2%	Power	+7 damage
1%	Vanquishing	+9 damage
18%	Accurate	+5 to weapon skill
9%	Surpassingly Accurate	+10 to weapon skill
5%	Eminently Accurate	+15 to weapon skill
3%	Exceedingly Accurate	+20 to weapon skill
1%	Supremely Accurate	+25 to weapon skill
13%	Durable	+10 hit points
6%	Substantial	+20 hit points
3%	Massive	+30 hit points
2%	Fortified	+40 hit points
1%	Indestructible	+50 hit points

The following effects cause a spell to be cast on anything the weapon hits, in addition to the damage normally delivered. The duration of the effect is the same as the duration for the spell.

1%	Clumsiness	*Clumsy* spell
1%	Feeblemindedness	*Feeblemind* spell
1%	Burning	*Magic Arrow* spell
1%	Weakness	*Weakness* spell
1%	Wounding	*Harm* spell
1%	Ghoul's Touch	*Paralyze* spell
.5%	Daemon's Breath	*Fireball* spell
.5%	Evil	*Curse* spell
.5%	Mage's Bane	*Mana Drain* spell
.2%	Thunder	*Lightning* spell

Slayer Weapons

Basically, Slayer weapons inflict double damage against specific creatures or types of creatures, while causing their wielder to sustain greater damage from other specific creatures. For more information on Slayer weapons, see, p. 130.

Magic Wands and Staves

13%	*Identification*
13%	*Heal*
11%	*Clumsy*
11%	*Feeblemind*
11%	*Weaken*
10%	*Magic Arrow*
8%	*Harm*
7%	*Greater Heal*
7%	Dragon's Breath *(Fireball)*
5%	Thunder *(Lightning)*
3%	Mage's Bane *(Mana Drain)*

Magic Clothing

33%	Night Eyes *(Night Sight)*
13%	*Protection*
8%	*Agility*
8%	*Cunning*
8%	*Strength*
8%	Invisibility *(Invisible)*
5%	Spell Reflection *(Magic Reflection)*
4%	Feeblemindedness *(Feeblemind)*
4%	Clumsiness *(Clumsy)*
4%	Weakness *(Weaken)*
3%	Blessings *(Bless)*
2%	Evil *(Curse)*

Magic Rings

There are only two known kinds of magic rings – a Teleport ring and an Invisibility ring. There is a 50% chance of either being created when a magic ring is made.

Magic Scrolls

Scrolls might have any known spell inscribed upon them. However, as the Circle increases, the odds grow slimmer that a particular spell will be inscribed on a scroll you find. The odds of a scroll having a spell of a particular Circle are:

39%	1st Circle
24%	2nd Circle
15%	3rd Circle
10%	4th Circle
6%	5th Circle
3%	6th Circle
2%	7th Circle
1%	8th Circle

POTIONS

Each of the eight reagents is the principle ingredient in one or more potions. The potions that can currently be concocted, along with the amount of reagents needed (in units) and the Alchemy skill necessary for a 50% chance to successfully mix them (see p. 61), include:

Reagent	Color	Potion	Units	Alch. Skill	Effect when consumed
Black Pearl	Black	Refreshment	1	12	Restores 25% of lost Stamina
		Total Refreshment	5	50	Restores all lost Stamina
Blood Moss	Blue	Agility	1	40	Improves Dexterity by 10 for 30 sec.
		Greater Agility	3	60	Improves Dexterity by 20 for 30 sec.
Garlic	Red	Lesser Cure	1	15	Usually counteracts low-level poison
		Cure	3	50	Usually counteracts normal poison
		Greater Cure	6	90	Usually counteracts any poison
Ginseng	Yellow	Lesser Heal	1	1	Heals 3-10 hit points
		Heal	3	40	Heals 6-20 hit points
		Greater Heal	7	80	Heals 9-30 hit points
Mandrake	White	Strength	2	50	Improves Strength by 10 for 30 sec.
		Greater Strength	5	70	Improves Strength by 20 for 30 sec.
Nightshade	Green	Lesser Poison	1	20	Poison 1
		Poison	2	40	Poison 2
		Greater Poison	4	80	Poison 3
		Deadly Poison	8	115*	Poison 4
Spider Silk	Orange	Nightsight	1	1	Lets you see in the dark (lasts until lighting around you gets brighter)
Sulphurous Ash	Purple	Lesser Explosion	3	30	Explodes for 5-10 hit points
		Explosion	5	60	Explodes for 10-20 hit point
		Greater Explosion	10	90	Explodes for 20-40 hit point

*A character with 100 Alchemy skill has significantly less than a 50% chance to mix this potion.

Potion Tips

- Save potion bottles. Even if you're not an alchemist, you may meet up with one who's willing to provide you with a mess of potions for the practice, if you provide the bottles and reagents.
- Even if you're otherwise uninterested in alchemy, consider investing in a mortar and pestal, some garlic, some ginseng, and 10 bottles. With minimal practice, you can make your own Lesser Healing potions much cheaper than you can buy them. Therefore, as long as you have one hand free, you can instantly heal some damage during combat. When you're out of combat, you can refill any bottles you emptied, by creating new potions.
- You can only drink one Healing potion every ten seconds. If you're going to regularly use potions in combat, this makes timing your potion breaks very important, especially against tougher enemies.
- When venturing into dungeons, always carry at least 5 Greater Heal, 5 Greater Cure and 5 Night Sight potions. Greater potions can be purchased from many player vendor or players at banks.
- If you only want to make one potion, make it Night Sight. It's easy to learn (no minimum skill), cheap to make, and extremely useful in dungeons.
- If you drink a Greater Strength potion, it raises your Strength, including your maximum possible hit points. If you then drink a Greater Heal potion (and you were unwounded), you will gain about 20 temporary "free" hit points. All damage you take while the potions are in effect will come out of these magical Hit Points first. (Note that the effect only lasts about 10 seconds.)

Poison Strength

There are five strengths of poison in *Ultima Online*, although the strongest (Poison 5) is rarely seen. (Currently, a few monsters are the only ones who can create Poison 5.) Each poison inflicts damage every few seconds (called a "pulse"), based on its victim's remaining hit points. However, each poison inflicts a minimum amount of damage each pulse, so a victim who is near death can easily die from poisoning. The stronger the poison, the more pulses, although a poison's effects can be halted by curing its victim (with a spell, potion, magic item or skill).

POISON	% OF CURRENT HP LOST PER PULSE	MINIMUM HP LOST PER PULSE	PULSE FREQUENCY	MAXIMUM PULSES
Poison 1	3 - 6%	3	2 seconds	9 to 13
Poison 2	4 - 8%	5	3 seconds	10 to 14
Poison 3	8 - 12%	8	4 seconds	11 to 15
Poison 4	12 - 25%	14	5 seconds	12 to 16
Poison 5	25 - 50%	17	5 seconds	13 to 17

Equipment

EQUIPMENT

As always with online games, these descriptions are subject to change. Items with extreme statistics (at the positive or negative ends of the range) that go beyond the values listed here may also exist.

Ranges of numbers. If the value is listed as a range (for example, 21-40), that statistic will vary from creature to creature between the two numbers.

Damage (Dmg). How much damage the weapon can inflict with each blow. The actual damage caused by a blow with the weapon is affected by other factors, including the armor rating of the target.

Hit Points (HP). How much damage the item can sustain before becoming completely useless.

Speed (Spd). The speed with which the weapon can be wielded. Higher numbers are better. The chart below shows how the character's current stamina and their weapon's speed value determine how many swings they can take with the weapon each second.

SWINGS PER SECOND

Weapon Speed	Current Stamina 1	10	20	30	40	50	60	70	80	90	100
15	0.15	0.17	0.18	0.20	0.21	0.23	0.24	0.26	0.27	0.29	0.30
25	0.25	0.28	0.30	0.33	0.35	0.38	0.40	0.43	0.45	0.48	0.50
35	0.35	0.39	0.42	0.46	0.49	0.53	0.56	0.60	0.63	0.67	0.70
45	0.45	0.50	0.54	0.59	0.63	0.68	0.72	0.77	0.81	0.86	0.90
55	0.56	0.61	0.66	0.72	0.77	0.83	0.88	0.94	0.99	1.05	1.10

Skill. What skill is used to wield the weapon.

Two Handed. Whether two hands must be used to wield the weapon. (If so, a shield cannot be used at the same time.)

Minimum Strength (Min STR). The minimum Strength a character must have to use or wear the item.

Color. Using colored ingots, a blacksmith can create colored weapons and armor. Colored armor looks cool, but doesn't have any special properties. Colored weapons, however, have bonuses to their statistics.

Armor Defense Rating (AR). The armor defense of the item. The overall armor rating for a character is the weighted average of all armor worn. For example, if your character is wearing a breast plate (AR 40) and a plate helm (AR 40), but no other armor, the character's AR will be about 20, averaging the 40 rating for head and torso with the 0 rating protecting the rest of the body. Larger pieces of armor (for example, the breast plate) influence the weighted average rating more significantly than smaller pieces (for example, gauntlets).

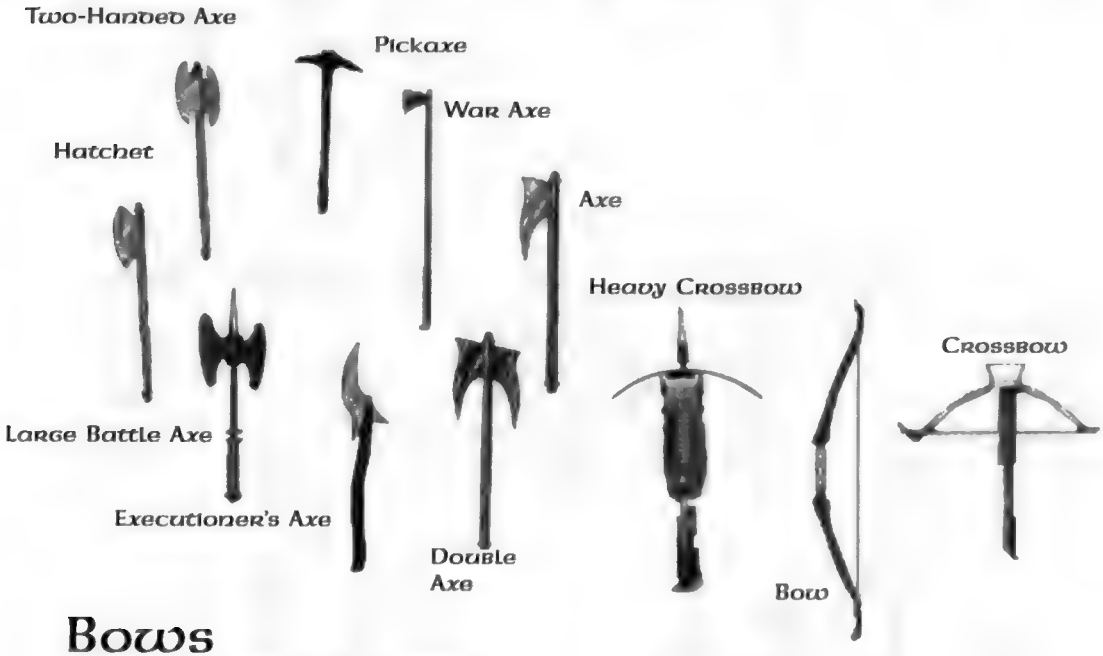
Color Bonuses

Dull Copper	+10 HP; +5 Skill
Shadow Iron	+10 HP; +1 Dmg
Copper	+40 HP; +10 Skill; +1 Dmg
Bronze	+40 HP; +10 Skill; +3 Dmg
Gold	+50 HP; +15 Skill; +5 Dmg
Agapite	+50 HP; +15 Skill; +7 Dmg
Verite	+50 HP; +20 Skill; +7 Dmg
Valorite	+50 HP; +25 Skill; +9 Dmg

WEAPONS

Axes

Name	Weapon Dmg	Hit Points	Spd	Skill	Two Handed?	Min STR	Colored?
Axe	6-33	31-110	37	Swordsmanship	Yes	35	Yes
Double Axe	5-35	31-110	34	Swordsmanship	Yes	45	Yes
Executioner's Axe	6-33	31-110	37	Swordsmanship	Yes	35	Yes
Hatchet	2-17	31-80	40	Swordsmanship	Yes	10	
Large Battle Axe	6-38	31-70	30	Swordsmanship	Yes	40	Yes
Pickaxe	1-15	31-60	35	Swordsmanship	No	25	
Two Handed Axe	5-39	31-90	30	Swordsmanship	Yes	35	Yes
War Axe	9-27	31-80	40	Mace Fighting		35	Yes



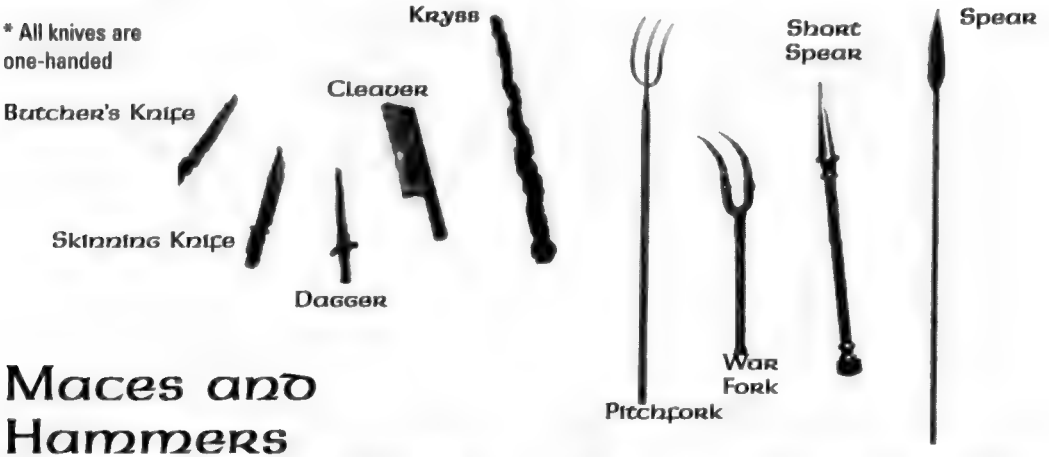
Bows

Name	Weapon Dmg	Hit Points	Spd	Range	Skill	Two Handed?	Min STR
Bow	11-39	31-60	25	10 tiles (50')	Archery	Yes	20
Crossbow	12-42	31-80	20	6 tiles (30')	Archery	Yes	30
Heavy Crossbow	15-50	31-200	15	8 tiles (40')	Archery	Yes	40

Knives*

Name	Weapon Dmg	Hit Points	Spd	Skill	Min STR	Colored?
Butcher Knife	2-14	31-40	40	Swordsmanship	5	
Cleaver	2-13	31-50	40	Swordsmanship	10	
Dagger	3-15	31-40	55	Fencing	1	Yes
Kryss	3-28	31-90	53	Fencing	10	Yes
Skinning Knife	1-10	31-40	40	Swordsmanship	1	

* All knives are one-handed

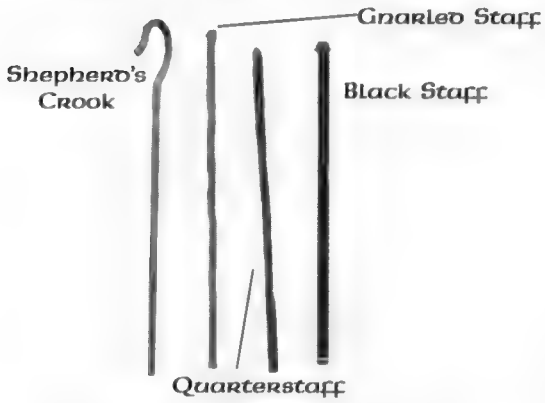


Maces and Hammers

Name	Weapon Dmg	Hit Points	Spd	Skill	Two Handed?	Min STR	Colored?
Club	8-24	31-40	40	Mace Fighting		10	
Hammer Pick	6-33	31-70	30	Mace Fighting		35	Yes
Mace	8-32	31-70	30	Mace Fighting		20	Yes
Maul	10-30	31-70	30	Mace Fighting		20	Yes
Smithy Hammer	6-18	31-60	30	Mace Fighting		30	
War Hammer	8-36	31-110	31	Mace Fighting	Yes	40	Yes
War Mace	10-30	31-110	32	Mace Fighting		30	Yes

Polearms

Name	Weapon Dmg	Hit Points	Spd	Skill	Two Handed?	Min STR	Colored?
Bardiche	5-43	31-100	26	Swordsmanship	Yes	40	Yes
Halberd	5-49	31-80	25	Swordsmanship	Yes	45	Yes



Spears and Forks

Name	Weapon Dmg	Hit Points	Spd	Skill	Two Handed?	Min STR	Colored?
Pitchfork	4-16	31-60	45	Fencing	Yes	15	
Short Spear	4-32	31-70	50	Fencing	Yes	15	Yes
Spear	2-36	31-80	46	Fencing	Yes	30	Yes
War Fork	3-31	31-110	45	Fencing		35	Yes

Swords

Name	Weapon Dmg	Hit Points	Spd	Skill	Two Handed?	Min STR	Colored?
Broad Sword	5-29	31-100	45	Swordsmanship		25	Yes
Cutlass	6-28	31-70	40	Swordsmanship		10	Yes
Katana	5-26	31-90	58	Swordsmanship		10	Yes
Long Sword	5-33	31-110	35	Swordsmanship		25	Yes
Scimitar	4-30	31-90	43	Swordsmanship		10	Yes
Viking Sword	6-34	31-100	30	Swordsmanship		40	Yes

Staves

Name	Weapon Dmg	Hit Points	Spd	Skill	Two Handed?	Min STR	Colored?
Black Staff	8-33	31-70	35	Mace Fighting	Yes	35	
Gnarled Staff	10-30	31-50	33	Mace Fighting	Yes	20	
Magic Wand	2-6	31-110	35	Mace Fighting		0	
Quarterstaff	8-28	31-60	48	Mace Fighting	Yes	30	
Shepherd's Crook	3-12	31-50	30	Mace Fighting	Yes	10	

SLAYER WEAPONS

Slayer weapons are special weapons created specifically to do extra damage to certain types of creatures. Each weapon allows the owner to do double damage against the type of monster it is intended for. If it is a group type weapon (for example, a long sword of Reptilian death), it does double damage against all creatures in the group.

Each weapon also allows monsters of the opposing monster group to do double damage against the player when equipped. Opposing groups are Repond and Undead, Reptile and Arachnid, and Elemental and Demon. For example, a player with a halberd of flame dousing takes double damage from Gargoyles and Daemons. Likewise, a player with an axe of daemon dismissal takes double damage from all Elementals.

There are six circles of Slayer weapons:

Repond	**a Repond <weapon name>**
Orc	<weapon name> of orc slaying
Ogres	<weapon name> of ogre thrashing
Trolls	<weapon name> of troll slaughter
Cyclops	no unique type
Reptile	**<weapon name> of Reptilian Death**
Dragons	<weapon name> of dragon slaying
Snakes	<weapon name> of snake's bane
Ophidians	a Terathan <weapon name>
Lizardman	<weapon name> of lizardman slaughter
Demon	**<weapon name> of Exorcism**
Daemon	<weapon name> of daemon dismissal
Gargoyle	<weapon name> of gargoyle's foe
Arachnid	**<weapon name> of Arachnid Doom**
Terathan	an Ophidian <weapon name>
Spider	<weapon name> of spider's death
Scorpion	<weapon name> of scorpion's bane
Elemental	**<weapon name> of Elemental Bane**
Fire	<weapon name> of flame dousing
Water	<weapon name> of water dissipation
Air	<weapon name> of vacuum
Earth	<weapon name> of earth shattering
Blood	a blood drinking <weapon name>
Snow	<weapon name> of snow melting
Poison	<weapon name> of elemental health
Undead	**a Silver <weapon name>**

No specific weapons for specific undead

Bone

Name	AR	Hit Points	Location	Min STR
Arm Plates	30	26-30	Arms	40
Gauntlets	30	26-30	Hands	40
Helm	30	26-30	Head	40
Leg Plates	30	26-30	Legs	40
Armor	30	26-30	Torso	40

ARMOR

Chainmail

Name	AR	Hit Points	Location	Min STR
Coif	23	36-44	Head	20
Leggings	28	46-58	Legs	20
Tunic	28	46-58	Torso	20

Leather

Name	AR	Hit Points	Location	Min STR
Sleeves	13	31-37	Arms	10
Gloves	13	31-37	Hands	10
Cap	13	31-37	Head	15
Leggings	13	31-37	Legs	10
Shorts	13	31-37	Legs	10
Skirt	13	31-37	Legs	10
Gorget	13	101-115	Neck	10
Female Armor	13	31-37	Torso	15
Bustier	13	31-37	Torso	10
Tunic	13	31-37	Torso	15

Platemail

Name	AR	Hit Points	Location	Min STR
Arm Plates	40	51-65	Arms	40
Gauntlets	40	51-65	Hands	30
Helm	40	46-58	Head	40
Leg Plates	40	51-65	Legs	50
Gorget	40	51-65	Neck	30
Breast Plate	40	51-65	Torso	60
Female Armor	30	51-63	Torso	20

Ring Mail

Name	AR	Hit Points	Location	Min STR
Sleeves	22	41-51	Arms	20
Gauntlets	22	41-51	Hands	20
Leggings	22	41-51	Legs	20
Tunic	22	41-51	Torso	20

Studded Leather

Name	AR	Hit Points	Location	Min STR
Sleeves	18	36-44	Arms	25
Gloves	18	36-44	Hands	25
Leggings	18	36-44	Legs	35
Gorget	18	36-44	Neck	25
Armor	18	36-44	Torso	35
Bustier	18	36-44	Torso	25
Female Armor	18	36-44	Torso	35

OTHER HELMS

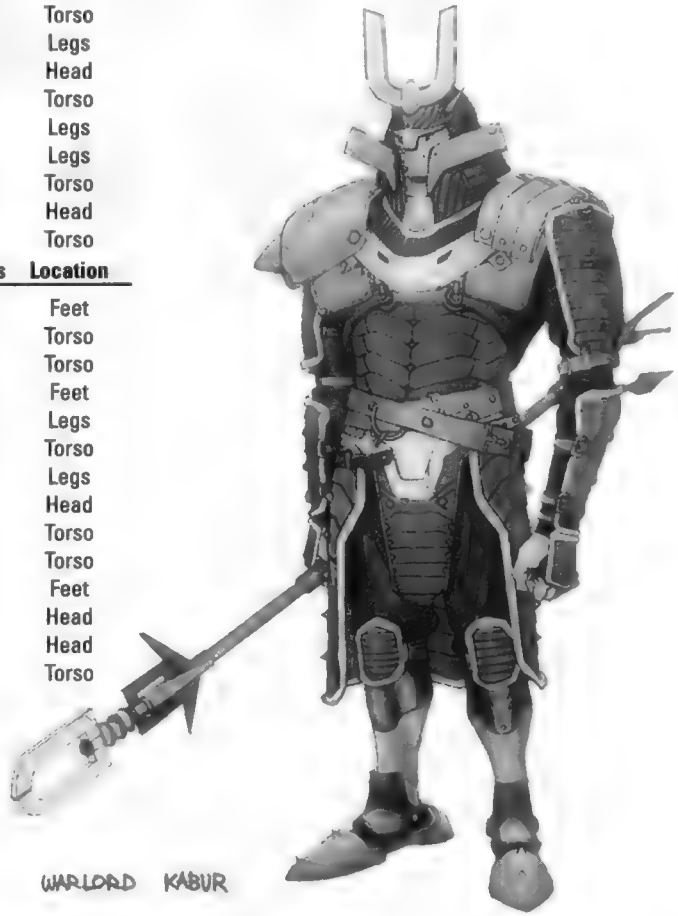
Name	AR	Hit Points	Location	Min STR
Closed Helm	30	46-58	Head	40
Helmet	30	46-58	Head	40
Norse Helm	30	46-58	Head	40
Orc Helm	20	31-70	Head	0
Bascinet	18	101-115	Head	10

SHIELDS

Name	AR	Hit Points	Min STR
Buckler	7	41-51	15
Chaos Shield	32	101-115	0
Heater Shield	23	31-37	30
Kite Shield (Dyeable)	12	101-115	20
Kite Shield (Small)	16	46-58	30
Metal Shield	11	51-65	15
Order Shield	30	101-115	0
Round Bronze Shield	10	26-30	20
Wooden Shield	8	21-23	5

CLOTHING

Name	AR	Hit Points	Location
Bandana	1	21-23	Head
Bear Mask	6	21-23	Head
Belt	1	11-40	Torso
Black Knee Boots	7	21-29	Feet
Cloak	5	11-40	Torso
Deer Mask	6	21-23	Head
Doublet	3	11-40	Torso
Fancy Shirt	4	21-23	Torso
Full Apron	4	21-30	Torso
Full Dress	5	21-30	Torso
Half Apron	4	21-25	Legs
Hat	3	21-23	Head
Jesters Suit	7	11-40	Torso
Kilt	3	21-24	Legs
Long Pants	4	11-40	Legs
Long Sleeved Shirt	4	21-23	Torso
Orc Mask	5	21-23	Head
Robe	7	11-40	Torso
Name	**AR**	**Hit Points**	**Location**
Sandals	3	11-13	Feet
Sash	1	11-40	Torso
Shirt	3	21-23	Torso
Shoes	3	21-25	Feet
Short Pants	3	11-40	Legs
Simple Dress	5	21-25	Torso
Skirt	4	21-24	Legs
Skullcap	1	6-10	Head
Sleeveless Shirt	3	21-23	Torso
Surcoat	3	21-23	Torso
Thigh Boots	6	21-33	Feet
Tribal Mask	5	21-23	Head
Tribal Mask	5	21-23	Head
Tunic	3	21-23	Torso



Lore & Background

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HISTORY OF ULTIMA ONLINE

GEM SHARDS

Once upon a time, and this was a very long time ago indeed, there was a world called Sosaria. It was a wonderful place, with rolling hills of green grass and many-colored plants that grew in the bright sun; glorious cities with wide avenues and intricate architecture were scattered over the lands; and marvelous creatures of all description roamed the wilderness. It was a time of music and art and gentle magics.

There was, in this golden time, a particularly wise sorcerer. This sorcerer knew many wondrous things — including even the secret of time and immortality. He understood them well enough, yet he was not immortal. In his wisdom he understood the need for man's time on earth to be limited. He was content to live life as it should be lived. With his magics he fashioned a Gem that would focus and encourage all things good and bright in Sosaria.

He had a son, however, who was neither wise nor good. Mondain was the son's name.

Mondain

Mondain killed his father and claimed the powerful Gem as his own. He used his powers to corrupt and twist the brilliant, faceted stone. He called it the Gem of Immortality; others called it the Gem of Darkness. With it, Mondain became both immortal and invincible. He began a campaign to conquer the world, and wherever his power spread he ruled as a ruthless and depraved tyrant. For a thousand years all who opposed him were crushed. Sosaria's bright days were extinguished by a chill wind, and few dared stand against him.

In the land there was a wise and magical king. This king knew he could not destroy Mondain with even his most powerful spells, but that did not stop him from forming a plan. Instead of opposing Mondain himself — he knew Mondain was more powerful — the king poured his formidable powers into creating an unusual summoning spell. The spell would create a gate to summon — from somewhere, anywhere — a hero. The spell would find a champion who could be victorious against the evil Mondain, and bring him to Britannia.

It was the first Moongate, and through it stepped a stranger from another world.

The Stranger

It did not take this visitor long to see how Mondain's evil was destroying the world. The stranger (some called him the Hero, but eventually he was called Avatar) made friends and had adventures, but somehow always knew that his destiny was to defeat Mondain. The trouble, of course, was that Mondain could not be defeated. For a thousand years he had been invincible and immortal. From the moment he had com-

manded the Gem's power, he had stood strong against all attacks.

The stranger deduced that the only way to achieve victory would be to attack Mondain *before* he achieved control over the Gem. The only way to do this would be to travel back in time and destroy the Gem. This is exactly what the stranger did.

But there was a catch ....

The Shattering and the Multiverse

Mondain's father, in creating the Gem of Light, had linked its awesome power to the world itself. When the stranger smashed the Gem, it ended Mondain's reign ... but it simultaneously shattered Britannia. There was a great cataclysm which caused destruction across the world, as reality broke apart.

The Gem splintered into countless slivers, or "shards." Inside each shard of the Gem is a likeness of Britannia. Each world is essentially the same yet slightly different. The people of each world are different, making their own histories. In a few places even the geography is different.

Minax

While nearly everyone — on each and every shard — benefited from the death of Mondain, there were a few who did not. Evil souls had flourished under his reign. Chief among these was a woman named Minax. Minax was Mondain's apprentice: young and cruel and talented in the dark arts. In fact, she was more than his apprentice: she was his lover. Together they had researched sciences unknown to Sosaria; they had created a self-aware, computer-like entity named "Exodus." In their twisted minds Exodus was the child of Mondain and Minax. Seeking revenge for her lover's death, Minax raised an army of undead and savagely attacked Britannia for years. Lacking the Gem, however, she was nowhere near the threat that Mondain had been. On some shards the brave people of Britannia were able to defeat her; on some lucky shards she was destroyed; on a few unfortunate shards she managed to conquer the city of Trinsic, but that did not last long. In those worlds where she was not killed she occasionally reappears in yet another bid for retribution and conquest.

Exodus

Exodus also lives on some shards. In the mountains of Ilshenar is a city of Gargoyles. In some way that the scholars of Britannia claim has never been done before, the entire city has been enslaved. The stone-like Gargoyles were used to create an army of mechanical golems, which Exodus no doubt intended to use to conquer the world. His plans were foiled, however, and peace was again restored.

But like his mother, Exodus does not accept defeat. Now he has brought the Juka — a savage race from the distant past — to aid him in his next bid for domination. Moreover, Exodus has allied himself with Lord Blackthorn — once a true and trusted advisor, now fallen into evil — and against this alliance Britannia may eventually fall.

NAMES TO REMEMBER

CURRENT EVENTS

Adranath

Adranath is a Meer eternal, a resurrected warrior whose destiny is to fight endlessly for the Meer. Eternals are powerful spell casters in their own right. When the Juka were pulled forward in time, the Meer entered a deep sleep to await the return of their ancient enemies. Adranath has been waiting and watching for thousands of years, always ready to awaken his comrades to meet their foes and maintain the balance of the world.

Clainin

The title of "court wizard" doesn't do justice to Clainin's position. He is the foremost mage in the castle in Britain, and directs the use of magic for the royal forces. As such, he's an important figure in the security and defense of the homerealm.

Dasha

Dasha is one of the highest ranking captains in the Meer fighting forces. While firmly grounded in the traditions of her people, she is also intelligent enough to adapt to change when necessary. Dasha has fallen into the job of spokesman for her people, and handles it admirably.

Dawn

Dawn never intended to be famous. She was brought up on a Britannian farm and raised to be a quiet but useful member of society. The only unusual thing about her was the training she received from her beloved grandfather, a knight in service to the king. Little did she know that training would sweep her into a series of events that would catapult her to fame.

Dupre

Dupre is the rock of Britannia, a paladin with a fist of iron, a mind of steel, and a heart of gold. While he is an experienced advisor in tactics and strategy, he's also an adventurer at heart and a stout friend to have at your back. Dupre is a leader of the Britannian forces, and is well respected by most after his many years with Lord British.

Exodus

The unholy progeny of Mondain the sorcerer and his apprentice and lover, Minax. Exodus was a machine when the Gem of Immortality was shattered by the Stranger. The combination of their experiments in magic and technology with the energy released by the destruction of the gem erupted in a cataclysm that caused time, space and reality to bend. Exodus was the eye of the storm, and was reborn as an amalgam of human, demon and machine.

Iolo

Iolo has been a premier bard of Britannia for many years. His talent and steadfastness are well known throughout the realm, and as another former companion of the king, he assists Dupre in trying to maintain order in the kingdom in the king's absence. If you ever have the opportunity to hear the ballad "Stones", you'll feel the power of his muse.

Kabur

The Juka forces have been drawn forward from a past very different from what we know today. Even then, Exodus was exercising his evil power over the peoples of the world, and the Juka are a part of his plan for the future. As the warlord of the Juka, Kabur takes most of his orders directly from Exodus. Orders from Exodus' new minion, Lord Blackthorn, are barely tolerated by Kabur. Kabur has been Exodus' right hand since the time when the humans were more primitive than some of the game he hunted, and taking orders from one is not high on his agenda.

Krett

Some who do not know Krett may not realize that he's a very skilled tinker, one of the best. His talent for tinkering gets a bit lost in his reputation for scholarly pursuits. Krett tinkers with languages and historical mysteries as well as he tinkers with tools. He was involved in the discovery of the gargoyle city and instrumental in deciphering their language. He also had a hand in unraveling the mysteries of the golems.

Lord Blackthorn

Lord Blackthorn was a close friend of Lord British and a high advisor to the lord on all matters of state. He was also very influential as the Lord of Chaos in charge of the Chaos guilds. Blackthorn promoted ruling a land by encouraging acceptance of all choices of lifestyle and modes of thought, but he may have gone too far. A secret desire to control Britannia has corrupted his mind and Exodus has provided a cyborg body that accurately reflects his hideous, repellent power. Cunning and intelligent, Blackthorn is also an alchemist of great skill and powerful magic.

Minax

Mondain's apprentice and lover and "mother" of Exodus, Minax has known the taste of power and likes it. At one time, she had control only of Trinsic. Now she heads one of the factions trying to control Felucca, and there is little doubt that all of Britannia is in her sights for future domination.

Shamino

Shamino is a highly skilled ranger whose company is often sought by those enjoying a jest in a tavern, a story by a campfire, and a good fighter at their side on the darker roads of Britannia. Though seldom seen with Lord British, they were nonetheless close friends, and Shamino is another who guards Britannia with his life in the king's absence.

HISTORY

Avatar

(Gone)

Seers have said that a hero named Avatar existed in a shard that has only been seen in dreams. They say that he saved Britannia many times over, although there's been no sign of his appearing in current shards.

Crawworth

(Dead)

Crawworth was a great warrior, and widely known as a man of honor. He was the adopted son of Hartham, Trinsic's late captain of the guards. Hartham saved Crawworth's life as a child by slaying the band of Orcs that killed Crawworth's parents and the rest of his village. Crawworth was killed while journeying in the Lost Lands. He led an expedition there before Lord British opened the area to all citizens.

Duryn

(Dead)

The first agent of the Followers of Armageddon to act publicly, he killed Hartham with a poisoned blade. A manhunt by Crawworth eventually captured Duryn, who was found babbling about the coming doom. Soon thereafter, he poisoned himself.

Finth Desryn

(Retired)

Finth was one of Trinsic's captains of the guards. He was appointed to the position after the resignation of Crawworth. Finth's wife was killed during Lord Jou'Nar's attack on a caravan out of Skara Brae, causing bad blood between the two. Jou'Nar has since returned as a lich to further cause problems for the city of Trinsic, but Finth was not involved.

Followers of Armageddon

(Previous Scenario)

In ancient times, only one man was ever known to have actually held a comprehensible dialogue with the Wisps. The Wisps foolishly trusted this mage with the Apocalypse (Doomsday) spell, which he then used to wipe out all life on Sosaria for a period of time. This evil mage is dead, and his name is now anathema, not to be spoken within the realm of Britannia. His bones are rumored to be the oldest relics in existence.

The Followers of Armageddon have a reputation as a secret conspiracy, rumored to have agents all over the land infiltrated into positions of power. Any actual connection between this mage and the Followers of Armageddon seems to be idle speculation, even though the Followers originally adopted his name for their own.

G'Splat & G'Thunk

(Dead)

Two trolls that repeatedly attempted to invade Vesper from the north. They're powerful, yet somewhat cowardly when pushed. G'Splat was killed in a failed attempt to conquer the forests north of Vesper. Found with him was a book of instructions from a character known only as "LM." G'Thunk was killed after being duped into helping the Followers of Armageddon. The misguided troll tried to take his vengeance against the FoA, but in the end was killed by those who were helping a royal guard seek Justice.

Hartham

(Dead)

Not much is known about Trinsic's old guard trainer. He was stabbed in the back by Duryn, an agent of the Followers of Armageddon, with a poisoned dagger. He was a decorated defender of Trinsic for many years, and one of the finest warriors Britannia has ever seen.

Joye

A librarian from Britain. She accidentally discovers that Minax is the one to have kidnapped Tyball. Her life becomes endangered when Minax's henchmen find out about this, and Joye is killed. In order to find out what information Joye held, five volunteers sacrifice themselves in order to visit the void and speak to Joye's spirit. This information is reported back to Dupre.

Kaltar/ Keeonean/ G'Ruagak/ Jou'Nar

These four served as generals for Minax as she invaded Felucca. Kaltar was an elder Gazer. Keeonean was a "mostly" human follower of Minax. G'Ruagak was a troll (and the son of G'Splat). Jou'Nar was a mage resurrected as a lich.

The King / Lord British

(Gone)

Ruler of Britannia. The King has an unparalleled reputation as a caring, intelligent ruler. He's concerned about the land he rules, and believes the nature of government is to guide the people toward better lives. The King has often emphasized the importance of Virtue in everyone's life and attempts to set a good example. He has been ruling in absentia for many years now, fighting evil in other dimensions, and his kingdom is guarded by his friends and companions toward the possibility of his eventual return.

Lich Kyrnia

(Dead)

Sister to Lich Lathiari. Her powers are known to have been just as powerful as her brother's. The two of them were also rumored to share an unnatural relationship, as they relied on each other for both research into dark magic and help in implementing their evil plans. Presumed destroyed with her brother.

Lich Lathiari

(Dead)

The son of Alinae and Eulin of Maginicia, and brother to Lich Kyrnia. He was a precocious young mage who ruined his career when he attempted to harness dark magics with his sister to reanimate his dead mother. As an undead agent of evil, he was rumored to work for the Followers of Armageddon. Presumed destroyed by Sage Humbolt's device.

Lord Jou'Nar

(Dead. Came back. Dead again.)

A Paladin gone evil, he was a killing machine. He was only ever seen wearing very dark plate and wielding a bloodstained sword, while murdering the monks at the shrine of Spirituality. He is believed to have been allied with the Followers of Armageddon, and to have helped them gain armaments and supplies from the government by theft, murder and betrayal. Although he died, he was revived as an undead leader for one of Minax's armies when she invaded Felucca. Jou'Nar fell for the second time in the battle to free Trinsic when Dupre and his followers reclaimed that city from Minax.

Malabelle

The Dark Mistress has taken a sorceress named Malabelle under her wing and has given her the task of escalating the reign of terror in Britannia. Malabelle had been studying the darker side of magic for many years, but had lost heart when her lover, Tyball, disappeared. The Dark Mistress not only gave her the will to continue but also a target on which to unleash her rage by claiming that lord British was involved in Tyball's disappearance. The truth was that Minax herself had imprisoned Tyball so that Malabelle could be manipulated.

Mondain/ The Wizard

(Dead)

Mondain slew his father for the Gem of Immortality, and then twisted its magic to trap all of Sosaria (Britannia) inside of it. A Stranger (the Avatar) appeared to slay Mondain, and attempt to free Sosaria.

While the death of Mondain did free Sosaria from the evil that was sweeping the land (if only temporarily), it did not free it from the Gem. Instead, it split the Gem into a thousand worlds, each identical at the first moment, but quickly falling away from each other into their own paths. Mondain's earthly body was destroyed with the Gem, but his spirit lives on in his "son", Exodus, who carries on with his father's plans of conquest and destruction through his own evil human/demonic/mechanical nature.

Nystul

(Gone)

Nystul the Mage has not been seen in many years. As a former court wizard and companion to Lord British, he is believed to be accompanying British on his current travels. May they stay safe and return someday.

Sage Humbolt

(Dead)

A wise man of mysterious origin, Sage Humbolt was given the task of defeating the liches, Lathiari and Kyrnia. The wise sage sought the help of many Britannians along the way, but finally discovered that the only means by which the evil liches could be destroyed would be to find and destroy their black hearts. While the liches were distracted by player characters, Sage Humbolt crept into the crypt where their black hearts were hidden, and ate them... which was the only way he could find to destroy them. By doing so, he was fatally poisoned, but his sacrifice enabled the players to defeat the liches.

Shadowlords

(Hidden)

The original Shadowlords are named Astaroth, Nosfentor and Faulinei. Beings of incredible evil, not much more is known about them or their origins. The Shadowlords seem bent on the control of Felucca, for what ends no one knows.

Sherry the Mouse

(Hidden)

Sherry is the world's inside source as to what transpires behind the gates of Castle Britannia. She sees all, while slipping from room to room. She's published two books so far. Some have suggested that she's a real mouse, of exceptional literary gifts for one of her species. Others dismiss this rumor as childish and fantastic.

The Time Lord

(Hidden)

A mysterious figure mentioned in the book "My Story," by Sherry the Mouse, and in the fabulous stories told by tillermen everywhere. Sherry states that he has pledged to Lord British his desire to protect the sanctity of Sosaria.

SCENARIOS

PROPHECIES OF A SAVAGE EMPIRE

He had seen her before anyone else had, Daoud always reminded people. Actually, he had *heard* her first. Late in the evening, after the candles had been snuffed and the windows had been closed against the night air, he had heard the creaking of wooden wheels. A cart had passed by his house, a heavy cart with things hanging on the sides that had rattled. He'd admit, but only if you asked him, that he hadn't known it was a witch woman. But he always insisted he knew it was a heavy cart, with wooden wheels and things that bounced and clattered.

Daoud nevertheless felt it important that he had *seen* the witch first. All the village youths had gone looking for Daoud's Mystery Cart, but he had been the first to see that she'd stopped her cart near the grassy banks of a creek and let her horse graze and drink. The side of the cart — and the cart was huge, more like a large room on wheels, with a man-sized door — was brilliant with colored cloths draped like awnings from the roof of the cart to nearby branches and saplings. Daoud saw the camp and called to his friends, and the witch had smiled at him and gestured them all closer.

She had a table set out, and next to it were two stools. She sat down and waved a many-ringed hand at the empty seat. Daoud hesitated, suddenly shy, but his friend Evvy had no hesitations. She promptly sat down and brushed her black hair away from her face.

"Tell my fortune," she demanded. The witch held out her hand, and Evvy grimaced in annoyance and pulled out a coin. The witch took it and laid it on the smooth boards of the table.

"How many cards?" asked the witch, and suddenly Daoud realized that she wasn't very old at all. In fact, she looked quite young.

"Um. One?" said Evvy.

The witch set down a card face down, and then turned it over. It seemed nothing but a picture of smoke done in thick brushstrokes of gray and green ink.

"I see a mask of grim visage. An Orc face, from the bloodied corpse of an Orc mage. If you find it, wear it, and stand safe though Orcs assail those on either side." The young witch picked the card back up and returned it to the deck.

It was a prophesy of the ***Mask of Orcish Kin****. The mask, only to be had from Orc mages, protected its wearer from being targeted by Orcs. But Evvy had no way to know that.*

Daoud meant to sit down next, but Twil nearly pushed Evvy from the seat and handed over his coin.

"Can I have three?" he asked. She nodded, and lay down three cards, face down. She turned them over slowly, one at a time.

"I see a camp," she said quietly, "of brutish people and many cookfires. I see warrior explorers who can strike from a distance and heal their own wounds, and their footprints lead to your village. But not all are brave. I see savages who run from danger, only attacking when they are injured."

It was a prophecy of the Orc ***Encampments*** *to come, heralded by the Orc* ***Scouts*** *and their craven kin the* ***Scared Orcs****. But Twil had no way to know that.*

Some of the warmth seemed to go out of the sun as the witch gathered up the cards. Daoud sat down next and smiled at her in a friendly way.

"I think Evvy had better luck with one than Twil did with three. I'd like one," he told the young woman. She nodded and took his coin.

"I see a helm of strength … yet it weakens. The greatest of the ungreat carry it … and victors carry it away."

It was a prophecy of the ***Mighty, Evil Helm****. It gave its wearer greater strength, while reducing the next highest attribute. But Daoud had no way to know that.*

Young Jesye was next to sit down and give up his money. "I think I'll have two, if you don't mind," he asked politely.

"I see the axe of the headsman in the hands of a woodsman … ills received cured by stained rags. I see deadly draughts flying from the hands of his cousin. People burn."

It was a prophecy of the Orc ***Chopper*** *— the skills of lumberjacking combined with the Axe of the Executioner — and the dreaded Orc* ***Bomber****. But Jesye had no way to know that.*

There was a horrible fascination to the game, and the children who had not yet gone were not deterred by the grim warnings.

Atham the Bard's apprentice went next. "One, I think."

"I see a bit of string thrown over a steed. The mighty fall."

It was a prophecy of the formidable ***Bolo*** *weapon, used to dismount riders where nothing else may. But Atham had no way to know this.*

"String?" Atham snorted. "Hey! I want more than string for my money!"

The witch shrugged and watched him with dark eyes until he dug in his pocket. He placed another coin on the table. "This time I want two!"

"I see savage men defy the marauding beasts with stick and string, as swift and deadly as the adder. I see the woman warrior, painted and proud, killing foes with the spear hand and healing with the other. Stand not in their way," she added, looking suddenly in Atham's eyes.

It was a prophecy of the onset of the ***Savage Warriors, male and female****, in their implacable war against the Orcs. Swift of foot and spear, the men could also unhorse riders while the women could make and use bandages. But Atham had no way to know that.*

"I think that's a pretty sorry thing to say after I gave you extra money and all," grumbled Atham. The witch looked blandly unrepentant.

"I'm next," said Micaylo, the blacksmith's son. Her long fingers slid the coin to the side, where the other coins were. She placed a single card on the table and raised an eyebrow at him. He flushed in embarrassment. "Oh, I forgot. Er … just one, I guess." She turned the card over.

"I see your hand lift upward against the dark, and darkness is stayed. What woman holds, you throw away."

*It was a prophecy of the **Snare**, which when tossed would paralyze the mindless fighters in their tracks. But Micaylo had no way to know that.*

"I, ah, I like the bit about staying darkness. That sounds like a good thing." Micaylo knocked over the stool as he stood up, and he flushed again in discomfiture.

Daoud poured the rest of his coins from his pouch on the table. "Tell me more. Tell me three."

The wise witch nodded and pushed the coins to the growing pile of money. Three cards she placed on the table. Three cards she turned face up.

"I see Ridgeback, ridden by a fighter with a spear. You take it, you make it yours. Do not take it, and die. I see three wise men, swift and savage and dancing death, not words. I see a dark home for dark enemies."

*It was a prophecy of the **Savage Riders** and their Ridgeback mounts, of the **Savage Shamans** and their tribal dance, and of the new Orc **Dungeon**. But Daoud had no way to know that.*

Daoud stood up and stepped away from the table. He bowed to the witch, and she bent her head to him. Daoud began to walk quickly back to his village, his friends following him. Before the sounds of the creek fell quiet behind him, he began to run.

THE GARGOYLES' REDEMPTION

The barkeep was polishing the top of the counter with a soft rag when Ellesp walked in. Smiling at the customer, he dropped the rag in a bowl of soapy water and picked up a large mug.

"Drink?" he asked. Ellesp looked confused.

"I've never seen you here before. Are you a guildmember?" The man behind the bar shook his head and picked up a dry rag. He scrubbed the mug, inside and out, for a moment.

"No, ma'am," he replied. "I'm Bryss, your barkeep and talkin' buddy. Don't mind me, I keep quiet unless you want to drop a coin for a drink or a friendly word."

"Pay for a friendly word?" Ellesp frowned. "That's not very friendly."

"Well, it depends on if you want value for the words you get," he said, and winked. "Think of me as a newsvendor, someone who knows world events on a large or small scale. You pay me, I pay rent for this space, and so the guild gets the money back in the end. It'll work out, you just watch."

*That was the first time Ellesp saw a **Barkeep**. She eventually overcame her doubts and spoke to him regularly. Sometimes he gave news free, sometimes she paid extra for more gossip, but she almost always could use the information he gave. In fact, she suspected that Bryss was a better barkeep than most and harbored a grudging respect for him … she definitely made sure she stopped by any time she was near.*

"What do you know about the Savages, Bryss?" Ellesp asked the guild barkeep one day. She dropped a handful of gold into his jar and leaned on the shining wood counter.

"I'll tell you what I think," he said slowly. "I've heard, and I'm inclined to believe, that the recent attacks by Orcs and savages were too planned. Too disruptive. No one's set foot in Ilshenar in months, and it's always bothered me that we could never get to a whole huge section over there."

"You mean like someone's going to start a war?" She pursued his line of thought.

"I mean like we're in a war." He shook his head and rearranged some glasses behind the bar. "I just wonder what else is coming."

It didn't take long to find out. The very next day Ellesp heard of strange mechanical creatures suddenly appearing throughout Britannia, powered by remote humans via strange metal devices. Pets would not attack these monsters, although their controllers were vulnerable. She mentioned this new creature to Bryss.

"Golems. Yes. The rumors are coming every day. These aren't smith-made things, either. If you want my advice, you should concentrate on the human controller, and see what magic his box works."

*That was when **golems** first appeared in Britannia. They never appeared without some sort of **Power Generator**, which could be defused by clever lockpicks or tinkers. The golem's **Controllers** were red-skinned humans — very powerful spellcasters who usually carried **Arcane Gems** and **Golem Staves**. Whether Britannia was under siege was unknown, but it was definitely getting dangerous to walk anywhere.*

Bryss nodded politely as Ellesp ran into the large common room. He didn't even wait for her to drop a coin in his jar to start talking.

"I knew it. Some bold adventurers have made it into the middle of Ilshenar and found a city. It's where the golems have been coming from, and where the controllers are trained."

Ellesp smacked her fist on the counter. "It's those rotten savages. They've been going out on preparatory raids."

"It doesn't look good, I'll admit. But I heard there weren't any savages in the city at all. I'm betting the gargoyles moved into their city and pushed them out."

"Right," Ellesp was nothing if not flexible. "Rotten gargoyles!"

"Maybe," mused Bryss. "Maybe not. I don't know what's going on, and the gargoyles just aren't fighting like free men."

"What do you mean?" Ellesp looked at him quizzically, but he just turned his head and walked away.

*The first adventurers to break through to the **Gargoyle City** found **Slave Gargoyles** defending it alongside the golems and controllers. The warriors had a difficult time gaining any ground in the ensuing battle, but finally managed to clear an area of aggressors. It was hoped that this would pacify the Savages.*

It was nearly half a month later when Ellesp returned to her guild hall. Bryss was there as usual, and his concern was apparent. She waved towards the Arcane Gems decorating her clothes.

"Not bad, huh? It was a grand fight, Bryss!" She pounded on the bar and hopped on a

stool. "You know I went to Ilshenar to back 'em up if the golems tried to retaliate? Well, I did. You should have seen them ... there were legions of them. And then, when it seemed that everything was under control, these gargoyles started appearing — they were bigger than any gargoyle I'd ever seen — and they had ranged attacks. But that wasn't the worst of it. There were these other gargoyles, and could they ever fight. I thought we were goners, but we kept on going until it was over."

"I heard." He tilted his head and looked at her closely. "You look pale."

"Yeah, well, you know how it is." She rubbed her face to bring color to it. "I took some hard hits a couple of times."

"I'm glad you're okay, then," he said.

"Oh, I'm better than okay, I'm great!" She leaned in closer. "But I want the news ... do we know what's going on yet?"

Bryss crossed his arms over his chest. "No. Nothing." He scratched his chin and scowled. Ellesp grinned and leaned closer. "Nothing. Except ... I keep hearing the name Exodus."

"Exodus," repeated Ellesp. "Hmm..."

When the city was discovered, and the humans started to move in to investigate, new breeds of ***Gargoyles*** *appeared to defend the city. They were rare, but had enormous strength and a ranged attack that made them especially deadly. Their kin, the* ***Gargoyle Enforcers****, also appeared in battle, with more fighting styles and techniques than had previously been encountered.*

Weeks went by, and it seemed that the war was not only being fought on the Ilshenar front. Overseers appeared, floating above the ground and using either a flashing, shocking attack or a flailing paralyzing whip. Once again, pets seemed unable to perceive these metallic apparitions as threats, and would not respond to their presence at all.

Ellesp was demoralized.

"I thought we were winning," she told Bryss. "I thought we had them backed into a corner, and all the time they had these overseers ready to sneak around behind us."

He made sympathetic noises. "You make it sound like you've gone from victory to defeat." He put a mug of ale down in front of her. "You're just as you were before ... fighting for what's right."

"You haven't seen these things, though. You can't just fight them. First you have to wear them down with magic, and when magic doesn't work anymore, you have to wade in and keep hitting them until they go down."

"I never noticed a lack of teamwork in these parts," commented Bryss. "That's all it takes."

"Maybe."

"I've got good news for you, then." He reached behind the bar and pulled out an oddly-shaped metal object. She reached over and picked it up.

"What's that?"

"It's the final gear piece necessary to craft a golem of your own." Her hand closed tightly around the item, and he continued. "They've been found on the overseers, plus some others among these new creatures."

"Well now, that *is* good news! I've got to give this to a Tinker friend of mine." She sprinted out of the hall. Bryss smiled and took a sip from the her still-full mug.

*The **Overseers** were a plague. Pets would not attack them. Bards could not affect them with either Peacemaking or Provoke. Only mages could take down their shield, and only warriors could damage the machinery. The tide was turned, however, when the **Final Golem Crafting Piece** was discovered … and used to create golem pets for the Britannians to use. Golems acted like other pets, except some of the damage done to the golem was taken by the controller, and a golem who could not find its controller was likely to go wild or break apart entirely.*

The guildhall was packed with people talking and singing, and outside the city was wild with celebration. Ellesp had never seen anything like it, and wasn't quite sure she was in the mood for it right now. They'd cleared out the gargoyle city, certainly. She almost felt more like she wanted to sit and *think* about events, not dance and forget them.

"Ale?" Bryss held up an empty mug; it swung from his finger. She shook her head no.

"Water?" He held up a water cup and looked at her expectantly. She paused.

"Sure." She paused again. "Only put it in the ale mug. Don't want to be a wet rag about winning and all." He silently poured cool water from a pitcher in the mug and handed it to her.

"I still don't understand what happened …," she said.

"Which part?"

"We were all there, fighting everything that he could throw at us. And then this other thing started to hit us." She waved her arms to encompass something big. "It had choppers and pincers and a long-distance energy attack and could cook anyone who came close to it. Mages and warriors had to fight it together, like overseers … only it was worse."

"But you won."

"I'm not sure we won. I *know* we almost *didn't* win."

"I'm sure you won," Bryss stated. "You worked together and won. You freed the gargoyles from their oppressor, and now they can recover their normal lives … and *we* have new allies."

"I'm not sure … Bryss, can you tell me something?" Ellesp looked at him seriously. "If we destroyed Exodus's plans to conquer the world, but not Exodus, what will keep him from just trying again?" She looked tired.

"He knows that we defeated him. That may be enough." Bryss was trying to sound cheerful, and failing, while all around him the city was ringing with laughter. "Look at the bright side: the gargoyle craftsmen will share their crafts with everyone. Things are looking better every day."

"I just keep thinking," continued Ellesp softly, "that he's not done … and that next time, it won't be so easy."

*The forces of Britannia had defeated the **Minions of Exodus**, despite its axe and pincer melee attack, Energy Balls and Steam Bursts, and all the other advantages that shielded machines had. The Gargoyle City was retaken, and the enemy creatures retreated to a formerly unknown cave called the **Exodus Dungeon**. The gargoyles, released from their oppressor, set up a regular city, and teach their skills in **glass**, **stonecarving** and advanced **mining** techniques to grandmasters from the outside.*

LORD BLACKTHORN'S REVENGE

... Deep dream of peace.

... Dreams in pieces.

Zharonn woke up with an unsettled feeling. The sun was up, which was a sign that something was wrong. Normally she slept the days away, and awoke only when the world was dark and quiet.

She didn't need the darkness anymore, but working nights had become a habit she enjoyed. Thieves should work at night, she thought. Perhaps that was an antiquated belief, but there it was. People who looted in daylight were rude. People who looted in darkness were stealthy.

She twitched the heavy drapes to cut off a stray beam of sunlight, fluffed up her pillow and lay back down. Within minutes Zharonn was asleep.

She dreamed of a ruined castle, rebuilt to a new but terrifying glory. Inside its walls were gargoyles, enslaved to madness. It teemed with ancient green creatures that had somehow escaped the past to bring destruction to the present. She seemed to know these creatures: the Juka.

*There were fierce females — **Juka Mages** who had powerful spells and could send magical strength to their warrior commanders. They stood proud and haughty, reflecting or resisting magical attacks from their enemies.*

*Beside the females were the warriors — **Juka Males**, disdaining the magical arts and preferring direct confrontation. Their attacks carried more than usual damage: concussions, stuns, crushing attacks. Even without magic they seemed resistant to both magic and melee attacks.*

*Behind both of these formidable monsters loomed their leaders. The **Juka Warlords** used their own variety of longbow, seemingly slow but incredibly powerful. None could stand against them in combat, and foes fell like harvest grain. When struck they would heal, when weak they drew power from their mages, and they had the ability to summon the cunning of the mighty dragons themselves.*

Zharonn moaned and rolled over. Her eyes opened blearily. Sunlight angled down past the bottom of the drapes in vivid stripes and sparkling dust, leaving a zigzag of yellow on the floor. Outside the inn she could hear the vendors selling lunch to the crowds, come to town for the camaraderie and merchants. It was noon. She sighed deeply and pulled the pillow from under her head. She put it over her head, and pulled the blankets as far up as they would go. She tried to relax and began to count backwards from 100. At twenty-five, she fell asleep.

She saw humans twisted by greed and ambition into strange monsters.

*There was a **Juggernaut**, somehow more armor than man, slowly patrolling the corridors of the fortress for hapless intruders. While she watched, shadowy figures of heroes attacked and were stunned into near insensibility. Like an implacable force of nature, the Juggernaut would then close in to destroy its foes. It could fling death at all creatures standing before it, a cone of ruin and destruction. It swatted arrows away like flies, and stood resistant to magic. It was unstoppable.*

*Walking beside it was an evil man, a human who had turned against his own kind. The **Betrayer** was somehow part machine, yet his human part seemed to lack an immortal soul. He attacked like a warrior, stunned like a golem, and like his brother the Juggernaut, he*

could damage all who stood before him. He, too, parried arrows and had some sort of barrier against magic.

She awoke again. If the noon-hour noises hadn't lessened, she'd have sworn she'd never actually fallen asleep. But the air was still and the streets were much quieter. People had remembered their jobs, or left town in search of adventure. She head the distant clink of a blacksmith working on iron. She considered getting dressed and heading down to the guildhall, but she felt as heavy as lead. She couldn't rise, she could only roll over, close her eyes and hope to, somehow, awake refreshed.

She was looking down a faded road, stretching through yesterday and into the past. It seemed to ripple, then widen, then rise and buck like a living thing. For a moment it seemed to shorten to a handspan, and a host of creatures — people who reminded her of cats, somehow — stepped off the road and onto the green grass of Britannia. She hadn't seen them a minute ago. She didn't know where they came from, but she realized suddenly she knew they called themselves ***The Meer****.*

First among them were ***The Eternals****. They were mages, killed in the battle of good against evil, brought back to life with white magics to continue their war against the Juka. They seemed wise and strong and, above all, ferocious. Magic crackled from their staves, capable of draining life from enemies and taking it into themselves, or damaging all who stand against them. The magics of the Juka seemed less impressive when used against these revived soldiers.*

But there were ***Meer Warriors****, no less formidable standing on both sides of the Eternals. They were swift, skilled in martial arts and adept at handling throwing daggers. Some of their attacks were stunning. They seemed to recover swiftly — although their leaders seemed somehow responsible for that — and did not hesitate to charge a Juka Mage if they saw one.*

Behind their Warrior kin, the female ***Meer Sorceresses*** *seemed physically weak. They seemed more adept at defense and healing, but could speak to the animals and ask for aid. They seemed to scorn magical attacks, and would not flinch before the Juka Mages.*

And then Zharonn saw the ***Meer Captains****. It was clear from their serious expressions that they would stand with their comrades and face the Juka, though every last Meer might be slain in the upcoming battles. The Captains carried crossbows and swords, leapt into battle without a second thought, and knew enough of magic to aid their Warriors … and to resist the Juka spells when possible. They all seemed satisfied to die, if only they swept the Juka before them into death. They followed their doom to this world. Zharonn shuddered …*

… and shuddering, she awoke. The room was dark. Exhausted, she pushed herself out of bed, pushed aside the drapes and opened the window. The sky outside was streaked in grays and pinks and yellows. The air was cool and the sunset was brilliant. She could smell something on the evening wind. She closed her eyes and inhaled deeply.

It smelled like darkness gathering.

VIRTUE SYSTEM

Note: At the time of the printing of this guide, the only virtue in development was Humility. All eight virtues will eventually be incorporated into the game.

Historically, Ultima games have always appreciated the difficulties and benefits of being virtuous. Until now, however, *Ultima Online* has had no way to benefit from those virtues. The idea was still there, there was just no good way to implement it.

Times are changing. Origin is implementing a new Virtue System that allows characters to demonstrate virtuous behavior and benefit from doing so. Finally, characters will have the opportunity to interact with monsters other than kill or ignore! Be warned, however, that being a virtuous person is not something that can be simply won and kept. Just because a person *used* to be humble, doesn't mean she's always humble. Being virtuous is a lifestyle; it must be maintained if you're going to keep it.

Fame/Karma

First things first. To start on the path of virtue (any virtue) you must first have enough fame/karma to sacrifice to a creature. Once enough fame/karma is acquired, you can use the button in your virtue interface to donate some to certain monsters.

You can only sacrifice fame points once every 24 hours.

When you click the virtue button and target your creature, a few things happen.

1. Your fame is reduced to zero. You get to keep your karma, but your fame is reset.

2. The monster disappears in a cloud of dust. Don't worry, it's not dead, just redeemed.

3. You gain sacrifice points.

2,500 - 4,999 fame pts = 500 sacrifice pts

5000 - 9,999 fame pts = 1000 sacrifice pts

10,000+ fame pts = 2000 sacrifice pts

Creature Types

What should you keep a lookout for? Currently there are six creatures who will most easily benefit from strategic use of karma.

Lich. Wizard who took to the Dark Path before dying. You can light the way to the True Path.

Enslaved Gargoyle. It may seem evil, but it was enslaved against its will.

Gargoyle Enforcer. This minion of Exodus was likewise enslaved against its will.

Regular Demon. Tortured soul. Poor thing.

Succubus. Another tortured soul, probably. Likewise, poor thing.

Evil Mage. Ah. Hmm. It only takes a little diplomatic debate to make him see the error of his ways. Probably.

Resistant Creatures

When will one of the above bad guys be resistant to karma donation?

It's hurt. If a creature has already taken more than 10% of its maximum damage, it's not going to be amenable to anything you might try. In other words, it's no use talking to a cranky lich.

It's hiding. If you don't have line of sight on a creature, you might as well be talking to the trees.

You're invisible. Disembodied voices don't hold much water with evil types. They've heard it before.

Gaining Levels

First Step/Level 1/Seeker of [virtue]. You have at least 400 sacrifice points.

Second Step/Level 2/Follower of [virtue]. You have at least 1000 sacrifice points.

Final Step/Level 3/Knight of [virtue]. You have 2000 sacrifice points.

There is a cap on sacrifice points at 2200.

Your first 399 sacrifice points are "permanent." Once you gain them, you have them forever. This is so that characters new to the whole "virtue" concept won't be constantly losing ground.

Above 400, the points will decay at a rate of 50 sacrifice points per week. That's not really bad — you can maintain even the highest level by sacrificing only once a week — but it does mean that you'll need to spend some time on keeping it up. The good news is that even if you blow off being virtuous for a long time, you only drop to one point away from Level 1.

Benefits

Sacrificing = Instant Resurrect.

It's not all loss and no gain. Once a week, a virtuous character will be able to instantly resurrect. You do this by clicking on the virtue button on the paperdoll image of your character.

Instant Resurrect Details:

- Once a real-world week
- No stat or skill loss
- Only 1 hit point and 1 mana point — as though you were resurrected by a friend.
- Any items currently on corpse will be restored to the backpack. (Any items looted from corpse before resurrection are lost.)
- If the corpse has decayed, the character still loses one of his/her resurrections.

Fairness restrictions:

In an effort to keep people from using the virtue system to do something … well, less than virtuous, there are a few restrictions.

- Cannot get a corpse across a server boundary.
- Cannot res in a multi (houses, boat, etc.)
- Cannot res in a faction stronghold.
- Cannot res while flagged as a criminal or aggressor.
- Any ill effects for resurrection will still apply: murderer stat loss, faction stat loss, etc.

Humility

"Perceiving one's place in the world, not according to one's own accomplishments, but according to the intrinsic value of all individuals."

Humility is an excellent system for providing young players valuable support and encouragement. In a nutshell, when an experienced character takes a younger character on as a squire, skill points earned by the young character will earn the experienced character Humility points.

Note: The mechanics of the Humility system are explained in the online playguide in detail.

You are considered to be "young" if you have logged fewer than 40 hours of play and all of your characters:

Young Characters

- Have less than 350 total skill points
- Have less than 70 in any one skill
- Have less than 150 stat points
- Have less than 80 in any one stat
- Have not had your "young" status revoked by a GM

Eligible Skills

Alchemy	Inscription
Animal Taming	Lockpicking
Archery	Mace Fighting
Blacksmithy	Magery
Bowcraft/Fletching	Mining
Carpentry	Provocation
Cartography	Stealing
Cooking	Swordsmanship
Fencing	Tailoring
Fishing	Tinkering
Healing	Veterinary

Acquiring a Squire

The experienced character goes to Haven or any area populated with new characters.

Clicks on the Virtue icon, double-clicks on the Shepherd's Crook (symbolic of Humility), then targets a new character.

If the new player wants to be a squire, he'll select "yes" from the list of options that appear.

The benefits to the squire are that he'll have a "buddy" who will show him how to do things that may not be intuitive for the new player. The benefits to the veteran is that the more he helps the squire, the more humility points he'll accumulate.

The squire relationship cancels when either player logs out (even accidentally), or either character selects "stop" in his options. In order to prevent griefers from luring new players into dangerous areas, the released squire will be given the opportunity to port back to Haven.

Benefits

Gaining steps in Humility will grant a character some special abilities. Players will be able to access these abilities by clicking the Humility symbol on their own Virtue gump.

First step: +5 HP, +5 Mana, +5 Stamina

Second step: +10 HP, +10 Mana, +10 Stamina

Third step: +20 HP, +20 Mana, +20 Stamina

Limitations

- Experienced characters will not be able to ask young characters to become squires while in Haven. That's because Haven is "easy," and pretty much anything available in Haven could have been done by the young character anyway.
- In order for the sponsor to gain in Humility, he must remain close to the young character as that young character gains skill.
- Skill points gained through the use of a training dummy will not count toward possible Humility increases.
- Skill points gained by paying for training from NPCs will not count toward possible Humility increases.
- Squires will not gain Humility points.
- The sponsor cannot gain Humility points while dead.

FACTION FAQ

Factions, their history and all the details pertaining to it can be found at http://guild.uo.com under Playguide: Factions. The following questions give a quick summary of the faction phenomenon.

What's a Faction?

Really, factions are an a way to give players meaningful reason — based on role-play — for combat and conflict. There are four: *True Britannians* think Lord British did a spiffy job as a leader … and will kill anyone who says otherwise. The *Council of Mages* believe that the Forces of Good need a different leader to bring a time of peace to the land … and will kill anyone who opposes them. Minax is the faction that believes is the best Evil Overlord to take over Britannia … and will kill anyone who opposes them. The Shadowlords believe that Minax would a good start, but that the Shadow Lords currently living in the Abyss would be even better … and will kill anyone who opposes them. That's it in a nutshell.

Why don't I know anything about Factions?

You're probably been sticking close to the non-PVP areas, or have a very young account.

How do I join?

Non-guilded players need to click on the appropriate faction stone. (See map section.) *Guilded* players join a faction when their Guild Master signs up at a faction stone.

Why *can't* I join?

1) You can only have one character *per account* join a faction.
2) The account cannot be "young." (See Playguide: Miscellaneous: Young Player.)
3) You quit another faction within the last week. It takes seven full days after you quit one faction before you can join a new one.

How do I quit?

Non-guilded players resign from a faction at the faction stone. Resignation goes into effect seven days after you resign.

Guilded players can't resign from a faction; the guildmaster has to quit or you have to resign from the guild.

Who can I attack, once I'm in a faction?

Anyone in another faction — any time, any place.

When can I attack someone in my own faction?

You can legally attack your own faction member if he/she is a murderer or criminal, or if your guild is at war with his/her guild.

Can I loot my own faction?

Essentially the rule is, if you can kill them without it being "murder," you can loot them.

What do I lose if I get killed in a "faction" battle?

You suffer a skill loss of 33%. The loss lasts for 20 minutes.

Why should I kill other faction members?

You get points for killing people in other factions. The more points you have, the higher your faction rank.

What? No cash?

Well, kinda. You receive silver that you can use to get things. You get 40 silver pieces for every kill point that you receive, plus:

- Minax member kills an Ogre Lord — 30 silver
- Council of mages member kills a Wisp — 20 silver
- True Britannians member kills a Silver Serpent — 30 silver
- Shadowlords member kills *an unsummoned* Daemon — 30 silver

What can I get for faction silver?

All sorts of things.

- Faction Horses — higher Strength, Dexterity, and fighting ability. Plus, it comes in your faction's color, and can't be ridden by someone from another faction.
- Faction Items — made by a faction craftsman, these are "temporarily enhanced" for 21 real-world days. They cannot be stolen and won't disappear after death and resurrection.
- Faction Scrolls — these work on your faction members, or items crafted by your faction craftsmen.

Say that again ... can I use a scroll on faction-crafted items?

Yep. For instance, if you have 90+ inscription skill, you can scribe a scroll onto a staff, imbuing the staff with the ability to cast the scroll's spell.

Will killing someone with a trap give me kill points?

Only if it is faction trap, purchased with faction silver, and kills a faction member eligible to give faction points. Think of it as a union thing.

How does the kill points system work?

When you kill an enemy faction member, you get 10% of the kill points of your opponent, rounded down to the nearest whole number. He/she will lose the same number of points. If he/she has been killed so often that they are out of kill points entirely, you won't get any points for killing them (although you *will* knock them into negative kill points ... up to -6).

I only got 40 points, and he was worth more than that! What happened?

You can't get more than 40 points.

Hey! I have fewer kill points than I did yesterday! Where did they go?

Your points atrophy. It takes a long time, but you can eventually whittle your points down to nothing if you just sit on your laurels. Time is counted in local days, *not* real-time days.

Day 1: Players with 90+ kill points (kp) lose 1 kp
Day 2: Players with 80+ kp lose 1 kp
Day 3: Players with 70+ kp lose 1 kp
Day 4: Players with 60+ kp lose 1 kp
Day 5: Players with 50+ kp lose 1 kp
Day 6: Players with 40+ kp lose 1 kp
Day 7: Players with 30+ kp lose 1 kp
Day 8: Players with 20+ kp lose 1 kp
Day 9: Players with 10+ kp lose 1 kp

I killed someone from another faction but didn't get any silver. What's up with that?

It could be one of two reasons:

He's been killed frequently and doesn't have any points to give.

You've killed him recently: you either have to wait 3 hours before you can get points on the same person, or have to kill five different people before attacking him again.

Waitaminnit. I have less silver today than I did yesterday, and I didn't spend any of it. Where did it go?

Your Faction Commander has set up a tithe, which gets deducted no more than once every real-world 24 hours. These can be disbursed by the Faction Commander to cities under the faction's control, and can then be used by the Finance Minister or Sheriff to buy extra Reagent, Ore or Wood Vendors, or Stablemasters.

Who's this Faction Commander?

Your faction members can hold elections for the post of Faction Commander. The Faction Commander can then appoint a Faction Sheriff and Finance Minister. The Commander can also purchase vendors and guards.

What cities can we conquer?

Britain, Skara Brae, Magincia, Delucia, Minoc, Moonglow, Trinsic, Yew.

How do we conquer a town?

Someone with a stealing skill of 80+ steals the town's sigil off of the town's pedestal, places it on the faction stronghold's tile within one hour, keeps it there for 24 real-world hours, then returns it to the town's pedestal. At that point the town belongs to the conquering faction for at least three days. It's not as easy as it sounds. For instance, if the enemy can keep you from carrying the sigil to your stronghold in one hour, the sigil will teleport back to the town's pedestal.

I suck. Is there any way for someone to give me kill points, or do I have to do all the killing myself?

It's easy to transfer a certain amount of kill points. Just say "I honor your leadership" and target the person who should receive the points.

SHARDS

Each shard in *UO* has its own character. They each have plenty of opportunities for play-styles ranging from good old-fashioned dungeon crawling and monster hunting to running a virtual business, from player-vs.-player action to pure roleplaying. However, the mix is different on different shards.

Do some homework. The nature of each shard changes over time, as new players come in and older players change their styles. The best thing to do is go to the message boards and read about the different shards. Sign up for My UO and ask for advice … people are happy to be useful, and to welcome new players. Just ask, "I'm new to *UO* and I like to role play in groups" if role play is what you're interested in. If you want to concentrate on power playing, ask how to do that. You might even get offers to group with people, and playing with experienced players is a wonderful way to start. The Stratics website is very useful, with lots of posting of events from all shards.

Some (very) general rules of thumb. West coast tends to be more role-playing oriented. (The Catskills shard, however, has been and is still known for excellent roleplaying in large groups.) East coast or older servers tend to be more competitive and PvP. Newer servers usually have fewer PK situations.

Siege Perilous & Mugen. Siege Perilous is the shard for the glass-chewing, hard-core PK experience. (Mugen is the Japanese version of Siege.) Don't go there if you aren't comfortable playing in an intense and competitive environment. It's not just the other players, either. It's more difficult to earn money and interact with NPCs, and everything is ten times as expensive.

Downtime. Downtime is for scheduled maintenance is scheduled for about half an hour every day. Keep this in mind if you decide you can handle a shard located in a different location from your own. You definitely *do not* want to pick a shard that regularly goes down during your favorite playing time!

A "server going down" message is usually broadcast about a half hour prior to the downtime. Actions accomplished between this message and the actual downtime are not usually saved.

(Downtimes listed are *local* for that area.)

North American East
(8amEST/EDT) Atlantic, Catskills,
(5amEST/EDT): AOL Legends

North American Central
(6am CST/CDT): Lake Superior, Great Lakes, Siege Perilous
(5am CST): Siege Perilous

North American West
(5am PST/PDT): Baja, Pacific, Napa Valley, Sonoma

Western Europe
(5amGST: Europa, Drachenfels

Japan
(8amJST): Hokuto, Yamato, Asuka, Wakoku, Izumo

Korea
(8am KST): Arirang, Balhae

Taiwan
(8am): Formosa

Australia
(7am Sydney): Oceania

TRAMMEL & FELUCCA

The solution. Every shard has two nearly-identical worlds: Trammel and Felucca. The geography is the same, the cities are the same (with the exception of that Trammel has Haven where Felucca has Ocllo), and the NPCs and history are essentially the same. However, the experience is completely different. The facet called Trammel does not allow players to kill players, except under very specific situations. The facet called Felucca allows player vs. player experiences.

The problem. How do you make a game that allows players the ultimate freedom in creating and playing a unique, un-restricted character without leaving the door open for players to make the game miserable for others? Most games simply slap limitations on the characters. That's not actually the best solution, since fighting against other players offers a greater challenge than fighting pre-programmed monsters. Also, in a world where players aren't allowed to hurt other players, it's hard to create a player-character villain ... and you have to admit that villains are what make stories interesting.

The *best* solution is to allow everyone to choose whether they want to be in a world that allows player-killing (pk). Travel between facets is possible through the Moongate menu system, as well as with moonstones.

New players start off in Haven, a place designed to get new players on their feet and familiar with the world.

When can I kill someone in Trammel? You can kill someone who has stolen something from you in the last two minutes (you can tell because they highlight gray). You can kill someone who is in a guild your guild is at war with.

When can I *not* kill someone in Felucca? You can't kill anyone in your own guild or faction *unless* they are marked as criminals or murderers.

Is it simply awful to play in Felucca? No, of course not. Just like the real world, there are checks and balances to keep society on the straight and narrow. You don't go into dangerous places alone, you make friends to travel with, and you beware people who show signs of aggression.

(A name starting off with "The Murderer" or that highlights red is a sign of aggression. A "murderer" is someone who attacked a blue character. Even in Felucca, being a murder has its drawbacks. Town guards kill them on sight. They cannot travel to either Trammel or Ilshenar. There is stat loss associated with it, too.)

One of the good things about Felucca is that it is much harder for "griefers" to have much fun. Fewer people try to make others angry they'll get killed as a result.

HAVEN

New players begin their *Ultima Online* experience in the town of Haven. In this town is everything you'll need to get your character started off right.

Friends. There's the obvious advantage of being "in the same boat" as many other people. Don't be shy about talking to other people. It's perfectly acceptable to tell people you're looking for a "hunting buddy" before you go out into the mountains. Most of the veteran players in Haven are interested in helping out the new guys, and most of the new players are just as interested in making friends and using group play to get their skills kick-started.

Quests. To get people solidly on the path to being a Blacksmith, Warrior or Mage (the three most popular careers), there are quests available. Uzeraan the Conjurer lives in a mansion to the west of town. Go and talk to him, and he'll offer you some tasks to do for fun and profit.

Practice opportunities. The mountains are full of creatures, the town has plenty of shops for supplies, and there is opportunities everywhere increase your skills.

"NON-HUMAN" ROLEPLAYING

Although there are no "real" nonhuman PCs in *Ultima Online* (at least not yet), true roleplayers are limited only by their imaginations. It didn't take long before *UO* roleplayers started taking on the personas of nonhuman characters.

"Nonhumans" in *UO* can be recognized by the way they dress, the way they speak and the company they keep. Probably the earliest efforts at nonhuman roleplaying were the various Orc guilds — put on a set of scale mail, high boots and an Orc helm, and any PC can pretty well pass for an elite Orc warrior.

From there the concept gained momentum. Elves (both High and Dark varieties) and Dwarves were inevitable. The undead (including Vampires and Necromancers) followed thereafter. Eventually human "tribes," dedicated to recreating the cultures of human legend and history, emerged ... Celts, Picts and similar barbarian types predominate. All these concepts were adopted with varying degrees of seriousness (Clan S.H.E.E.P. of Sonoma Shard representing one of the more irreverent tribes).

Nonhuman and tribal organizations can be found on every shard, but they're most dominant on Catskills — probably because that shard is the home of the Shadow Clan Orcs, one of the original and most active nonhuman guilds. The Shadow Clan has built up an excellent relationship with Origin, and currently plays a key role in the plots and politics of the Catskills shard.

Ultima Online is a net-based community, and

WEBSITES

many sites on the internet are devoted to the game. These sites exist for fans to exchange information and strategy, suggest improvements, vent frustrations and exercise their creativity.

At the time of this writing, the sites below represent the best known, most comprehensive and most actively maintained and updated forums for *UO* information.

Origin Official Websites
(http://www.uo.com)

Your first stop for official announcements and authoritative information about updates, as well as complete online documentation and extensive information about the cities and creatures of Britannia. The Update Center features not only information about current and planned patches, but also articles by the design team about the state of the game and the dynamics of building a virtual world. The Town Cryer online paper is the source for developments in the game fiction.

Auric's Ultima Moongates
(http://www.moongates.com)

One of the original *UO* news sites, it's no longer actively maintained. However, it remains worth visiting as the home of La Wiz's Chatzone, probably the single best-known *UO* chat site. Since before the game was even in testing, La Wiz's has been the place to go for no-holds-barred discussion of *UO* questions, issues and gripes of all description.

BlackDagger
(http://www.blackdagger.com/)

A good all-purpose website that's invaluable to new players. Up to date, with comments on skills, news and useful articles. It has trade boards by server to facilitate trading.

Crossroads of Britannia
(http://cob.xrgaming.net)

One of the premier fan sites since before the game shipped, Crossroads includes a well-maintained and balanced news site, discussion boards and a classified ad page, plus exclusive interviews and a humor page that's definitely worth a look.

Ianstorm *Ultima Online*
(http://www.ianstorm.com/worlds/uo/)

A nice-looking, well-organized site with plenty of current information. This site has it all: from fiction to screenshots, live chat to guides.

Prima's Official Guide Update Page
(http://www.primagames.com/)

As the game changes and evolves, revisions to this book will be posted here.

UO PowerGamer
(http://www.uopowergamers.com/)

This is the hard-core player's website. It tackles the problems of how to gain skills quickly through getting into the down-and-dirty of how the game works. It has a handy FAQ and a valuable array of tips and tricks to use in conjunction with skills, etc.

UO Strategy and Statistics
(http://uo.stratics.com/)

The most experienced, successful players find this site absolutely indispensable. If this book is "UO 101," then *UO* Strategy and Statistics is a whole post-graduate degree. Includes meticulously researched tables and stats on all aspects of combat and skill use, and player-written essays on many aspects of the game, including character concept and development, skill use, combat strategy and much more.

UO Vault

(http://www.uovault.com)

A meticulously maintained, religiously updated news site, with an emphasis on roleplaying, in-game events and plot development (although they're also faithful about relaying official announcements and patch news). Excellent link page to most of the best sites. Also includes message boards, plus maps and articles.

UO On Usenet

(rec.games.computer.ultima.online)

This is the primary Usenet newsgroup for *UO* discussion. It's a high-volume group (300+ posts each day), and like much of Usenet there's a lot of negativity and contentiousness.

UO On IRC

There are many opportunities to chat about *UO* on IRC. The most official is the *UO* House of Commons, an effort co-sponsored by Origin and the Stratics website, to bring the designers and the players of *UO* together on IRC. House of Commons events are held about once every two weeks, with GMs and members of the *UO* design team in attendance.

For full information, including schedules and channels, see: http://uohoc.stratics.com

THIRD-PARTY PROGRAMS

A third-party program is a program designed to interact with *Ultima Online* to make it easier to accomplish something in the game. Some of these programs are relatively harmless (programs designed to make repetitive tasks less tedious), but there have also been programs released that exploit the client software of *UO* to give players an unfair advantage over others in combat or character development.

Unauthorized third-party programs are forbidden in *UO*, and their use can get you banned from the game. You can be banned temporarily or permanently, at the discretion of the GM who catches you.

Third-party utilities can be submitted to ORIGIN for official approval. At this writing there are a handful of approved programs. For a list of any approved third-party utilities, see ORIGIN's UO website.

Here's some things you should know about third-party programs that claim to allow you to "cheat" in the game.

1. Cheat programs can compromise your account and your system. In at least one instance, hackers have distributed "cheat programs" that were in fact "back-door" programs that gave the hackers access to the user's UO account and even allowed the hackers to enter and explore the user's system.
2. Cheat programs don't work for long, if they ever work at all. ORIGIN is constantly patching and upgrading UO, and closing security holes as quickly as possible is an ongoing priority.
3. GMs patrol the game constantly looking for cheaters … even during the hours when GMs are not normally "on call." Enough said.

Advice

CHARACTER ADVANCEMENT

Ultima Online is a big game, and the folks playing it (as well as the folks designing and administering it) have come up with a lot of useful information for you. A few of these tips listed here are available in the docs, but they bear repeating to make sure you're aware of them. Of course, as with all material in this book, any particular tip might be out of date by the time you try it. However, most tips are based on broader principles, so even if a specific tip no longer applies, consider the more general principle behind it.

- Starting out in Moonglow is a good idea if you plan to be a tailor, bard or tamer. The abundance of wildlife ensures virtually unlimited resources, as all creatures respawn at random intervals and locations. Cows, llamas, deer and rabbits are handy for hides and meat, while birds of any sort (including chickens – slow, fat and easy to target) are essential for the aspiring fletcher (bowmaker) in supplying feathers to make arrows. The woods of Moonglow also provide an ample supply of wood, and many reagents can be found scattered on the ground for those who choose the path of magery.
- Carrying Capacity is equal to Strength times four, plus 30 stone. If you go more than a stone or two over you maximum, you start losing Stamina every time you move. The importance of Carrying Capacity makes Strength a vital stat for all character types, regardless of how they choose to conduct (or avoid) combat. If you really don't want to raise your Strength, consider investing in a pack animal.
- Good skills to practice to raise your Strength are Swordsmanship, Mace Fighting, Wrestling and Lumberjacking.
- Good skills to practice to raise your Dexterity are Archery, Fencing and Tailoring.
- Good skills to practice to raise your Intelligence are Cooking, Healing and Tracking (Magery and Inscription work extremely well, of course, but the reagents are expensive.)
- Buy a bolt of cloth and cut it into bandages. Use them to heal others in combat, and yourself out of combat. Healing yourself takes 15 seconds, but healing others takes only 5. By helping others, you can increase your Healing and Anatomy skills, and your Intelligence, much faster. And build up goodwill with other players.
- You can train most weapons skills (as well as Wrestling) by double clicking a training dummy. Most towns have several of these available free to the public. It should be noted that they will only raise your skill to 25, and are free to use. Some player homes may also contain dummies.

- If you're practicing Wrestling at a training dummy, take off any gloves or gauntlets you're wearing. You don't need them to practice, and practicing will only wear them down. You don't need to be in War mode to practice.
- To train archery, try using an archery butt. There are some in the grounds of Lord British's castle, by the stables in Minoc and inside most Fletcher shops. They will only raise your skill to 25.
- You also don't need to be in War mode to train at an archery butt. Staying out of War mode while you train means there's no chance of a PC or NPC wandering into your line of fire and getting you flagged as a criminal accidentally.
- After you practice at the archery butt for a while, you can collect your arrows by walking up to the butt and double-clicking on it. (It's not a bad idea to do this whenever you happen to pass a butt, as some players don't know that arrows spent in practice are recoverable.) A few arrows will be randomly destroyed if you practice long enough (you'll get a message when this happens).
- If practicing archery on animals, be sure to open up their corpse when dead, by double-clicking, and retrieve your arrows. Not all will be retrievable, but some will be.
- If you're interested in Mace fighting, try searching for wand some player may have discarded around a bank, equip it and attack a pig, chicken or some other small animal. Wands will cause minimal damage to your opponent, while raising your Mace skill. When you no longer gain skill, move to bigger animals such as deer and cows, then on to monsters (at this point, of course, you may want to be using a real mace).
- For more advanced characters, Bone Knights, found either in Deceit or the Undead City just outside Delucia, have long been the favorites for raising any weapon-related skill. Often players will gather at a certain doorway in Deceit, commonly called the "Bone Wall". Here they will all attack one bone knight at a time, using the lowest kind of weapon for the skill they are trying to raise, i.e. a dagger for fencing, skinning knife for swords, etc. The point is not to kill the monsters, but to continue fighting them (and gaining experience) for as long as you can endure. Take along some bandages to heal your fellow players and raise some more skills!
- **Deleting a character.** There are certain time restrictions on the Delete command. First, you can not Delete a character that is less than 7 days old. Second, the character will not be deleted until it has not been used for at least 24 hours. This was done to prevent exploits involving one player scamming another, and then deleting the character that committed the scam to avoid the consequences.

Buying

- If at all possible, try to purchase items from other players (or their vendors) rather than from NPC shops. Players often have lower prices than a shop, and they are often willing to compromise or trade for something you don't need.

- In particular, banks are a great place to trade and buy things. There are always plenty of folks gathered around. They will often sell armor and weapons at a cut rate. (Be careful, though. Banks are also where unsavory types tend to congregate while in town.)

You can use Arms Lore and Item Identification skills on the items displayed in the inventory scrolls of NPC shopkeepers, player characters and vendors.

Something that will make you feel really silly the first time it happens ... If you're trying to buy something from a vendor, and he won't sell it to you even though you know you have the price, make sure you're talking to the right vendor. Sometimes when vendors are positioned right next to each other, it's possible to be looking at one's inventory, but the other is the one responding to your words.

Buying in Bulk. Sometimes NPC tinkers and blacksmiths will offer to sell you iron ingots at 8 g.p. per ingot, if you buy more than one. If you're a serious, high-level craftsman into making and selling your goods, this is a great deal.

Buying in Bulk 2. If you want to buy more than one item of a certain type from a vendor, you can do so in the Renaissance (2-D) client by pressing and holding the plus (+) button on the trading screen. In the Third Dawn (3-D) client, you can hold s and double-click the item you wish to purchase to purchase all of that item in that vendor's inventory (assuming you have the money, of course).

COMBAT SYSTEM

Although *Ultima Online* lets you pursue many peaceful career opportunities, combat can be an integral part of your gaming experience. Rule #1, however, is that fighting is not allowed inside towns. If any NPC sees or hears you fighting in the city, guards will inevitably show up to spoil your day.

Physical and Magical Combat

Physical combat occurs anytime a player fights another player, an NPC or a monster. Blows are delivered through punches or weapon strikes. Armor or other protections (if available) absorb part of the damage. Fighting continues until one participant gives up or dies.

Magical combat works in essentially the same way. Not all spells are useful in combat, but many are — *Fireball, Meteor Swarm, Reactive Armor, Magic Arrow* and *Summon Elemental,* to mention a few. Other spells attack your opponent indirectly, such as *Clumsy* and *Mana Drain.* Both temporarily reduce your opponent's vital statistics, and thus, the ability to attack you.

How Combat Works

To initiate combat, your character must be in WAR mode. (This activates automatically if you're attacked.) If you have a weapon in hand, you fight with that weapon. If not (for instance, if your weapon is in your backpack), your Wrestling skill is automatically triggered. You can also cast attack spells if you have the reagents and the necessary spell inscribed in your spellbook. (For creatures, the attack skill is usually hand-to-hand Wrestling with tooth and claw.)

When you swing at a defender (another player, NPC or monster), the game follows this sequence:

1. Check for **weapon type/speed**
2. Check for **hit or miss**
3. Determine **base damage** (hit)
4. **Modify** damage
5. Check for **magical defenses**
6. Check for **shield and Parrying skill**
7. Determine **hit location**
8. Check for **armor**
9. **Apply** damage

Each step is explained in detail on the following pages.

1 — Check for Weapon Type/Speed

First, attack speeds are figured for each fighter. Attack speeds for the active weapons are based on each weapon's assigned speed (see weapons descriptions, beginning on p. 147) and each fighter's Stamina.

Attack Speed:
10,000 / (Stamina + 100) x Weapon Speed

You don't necessarily trade swings with your opponent — you simply strike as quickly as you can. For novice fighters with slow weapons, the time between swings can be as long as 5 seconds. Experienced players with higher-speed weapons can strive for up to two attacks per second. The table below lists sample strike speeds — seconds of delay between strikes.

Sample Strike Speeds

	Weapon Speed	Attacker's Dex				
		5	25	50	75	100
Crossbow	17	5.6	4.7	3.9	3.4	2.9
War Mace	30	3.2	2.7	2.2	1.9	1.7
Fists	50	1.9	1.6	1.3	1.1	1.0
Dagger	70	1.4	1.1	1.0	0.8	0.7

2 — Check for Hit/Miss

Whoever starts the fight gets to attack first. The chance of hitting is based on the attacker's ability is with the wielded weapon — reflected in specific weapon skills, such as Fencing, Mace Fighting and Swordsmanship. Success is also determined by the defender's ability.

Hit Chance:
(Attacker's Weapon Ability + 50) / (Defender's Weapon Ability + 50) x 2

Here are some examples of percentages. Note that regardless of the attacker's weapon ability, or the defender's lack of it, there's still a chance to hit.

Attacker's Ability	Defender's Ability				
	5	25	50	75	100
5	50	37	28	22	18
25	68	50	38	30	25
50	91	67	50	40	33
75	114	83	63	50	42
100	136	100	75	60	50

A successful strike helps you learn and improves your combat-based skills. If you miss, your skills don't improve, but your target's defensive battle skills do.

If you're much more skilled than your opponent, you probably can't really improve your attack skills during the fight. Conversely, if you're evenly matched with your opponent, or slightly less skilled, you'll gain the most improvement.

3 — Determine Base Damage (Hit)

Once a hit is successful, the base damage is randomly determined from the weapon's range of damage. A war axe, for example, inflicts anywhere from 8 to 33 points of damage. See p. 147.

4 — Modify Damage

After base damage is determined, it is then modified.

A high Tactics skill can increase damage by up to 50%. A low Tactics skill can cut damage in half:

(Tactics + 50%) = Damage Multiplier

Examples:

Tactics Skill	Damage Modifier
0	(0 + 50) % = .50
50	(50 + 50) % = 1.00
100	(100 + 50) % = 1.50

Strength adds from 1 to 20% additional weapon damage, depending on your current strength.

Strength / 5 = % Bonus Damage

Anatomy also adds from 1 to 20% additional weapon damage, depending on your current Anatomy skill.

Anatomy / 5 = % Bonus Damage

However, if you have 100 Anatomy, this bonus jumps to 30%!

Lumberjacking adds from 1 to 20% additional axe damage (but not if you're wielding a war axe or pickaxe), depending on your current Lumberjacking skill.

Lumberjacking / 5 = % Bonus Damage

If you have 100 Lumberjacking, this bonus jumps to 35%. These bonuses are all additive — they don't multiply each other.

5 — Check for Magical Defenses

Magical items or spells always have first chance at reducing or increasing damage. *Reactive Armor* can reflect damage from physical attacks. This means that if you're wearing bone armor with a Reactive Armor charge, the Reactive Armor reflects that damage back at the attacker.

If a magical weapon is being used for an attack, one charge is subtracted now, and damage is delivered similarly to a physical attack.

6 — Check for Shield and Parrying Skill

If the defender uses a shield, the chance of blocking a blow is half of the defender's Parrying skill. For example, if your Parrying skill is 76, there's a 38% chance of catching an attack on your shield. (Parrying only affects your skill with your shield. If you aren't using one, Parrying won't help.)

If your shield misses the blow, the shield isn't damaged, and all damage passes directly to your armor (and possibly your body).

If the blow is deflected, the shield absorbs damage. This is figured by subtracting the

shield's armor from the attack damage. A Buckler shield has an armor rating of 7. This means that if a 25-point attack hits the shield, the shield takes absorbs 7 points of damage and the remaining 18 points pass through to your body.

If a shield is hit and absorbs damage, it will probably lose one hit point to wear and tear.

7 — Determine Hit Location

Any damage that gets past the shield attacks a specific part of the body. If armor protects that location, the armor absorbs at least part of the damage. If the defender is wearing only clothing, the clothing absorbs a minimal amount of the damage. Any other damage that gets through attacks the character directly.

Hits cannot be targeted to a specific location — where a successful hit strikes is randomly determined:

Location	% Chance	Protective Armor
Torso	44%	Chest/breast plate*
Arms	14%	Arm plates
Head	14%	Helmet
Legs/Feet	14%	Leg plates
Neck	7%	Gorget
Hands	7%	Gloves

* A chainmail tunic covers both the torso and arms.

Note: Dresses, capes, cloaks and shirts cover the torso; pants and skirts cover the legs and feet.

8 — Check for Armor

Once a location is determined, the game checks for protective covering there. Although you can wear multiple pieces of armor (or armor and clothing) on the same location, only the item with the highest armor value is checked when you're hit. Stacking pieces of armor has no additional effect.

Each piece of armor has an armor value. Additionally, each piece of armor is capable of absorbing a range of damage per hit. The damage that can be absorbed is a random amount falling between half and all of the armor's armor value. Excess damage (if there is any) strikes the defender's body, subtracting that many hit points.

For instance, bone armor arm plates have an armor rating of 30. This means they can absorb from 15 to 30 points of damage each time they're hit. If damage is no greater than 15, the arm plates absorb all the damage without harming the arm beneath the plate. If damage is greater than 30, at least part of the blow injures the defender.

If damage is between 15 and 30, the arm plate absorbs at least 15 points, and possibly as much as 30 points. A 25-point blow will be fully absorbed about a third of the time. Otherwise, the excess damage is inflicted on the defender.

Creatures have natural "armor" (fur, hide or whatever). It absorbs damage like man-made armor, but never wears out.

9 — Apply Damage

To Character. Whatever damage is not deflected by shields, armor or clothing affects the body directly. This damage is subtracted from the character's hit points. Magic effects and the effects of poisoned weapons are also applied at this time.

To Equipment. Each shield and piece of armor also has hit points — each time you're hit, this subtracts from the shield's and/or armor's condition. You might lose a point or two every time something strikes your armor. (The exact amount is random.)

On the attacker's side, one point of damage may be applied to the attacking weapon to reflect normal wear and tear. Weapons and armor can be repaired by an armorer or weaponsmith, or you can learn how to repair them yourself. However, they wear out over time, and eventually repairs don't help.

If you unsuccessfully try to repair an object, you'll further damage it.

Two-Handed Special Hits

If you're wielding a two-handed weapon, you probably have a chance for a special hit, depending on your Anatomy skill. Staves, bows and crossbows don't produce special hits, but all other two-handed weapons do. The chance for a special hit is:

Anatomy also adds from 1 to 20% additional weapon damage, depending on your current Anatomy skill.

Anatomy / 4 = % Chance of Special Hit

War Hammer special hit: 50% bonus damage

Spear, Short Spear and Pitchfork special hit: opponent paralyzed for 3 seconds

Pole Arm and Axe special hit: opponent stunned for 30 seconds (Intelligence cut in half, with commensurate loss in max mana, skills and so forth)

Combat Advice

- Your Stamina goes down much faster when you're severely wounded. Therefore, if you suspect you may have to run away from a creature or opponent, it's better to start running at 1/2 Hit Points than at 1/3 — you'll get a lot farther.
- When a creature or character is hit in combat, he, she or it staggers a bit. This actually lengthens the time before it can attack again. This is a minimal factor in one-on-one combat, but if you're fighting two-on-one or better, this stagger time can become very significant. This is why it's always a good idea to have a friend along when you're hunting, and also why two minor monsters are much more dangerous simultaneously than they are one at a time.
- Monsters will usually concentrate on one enemy at a time. This means that if a monster is attacking somebody else, you can attack it with relative impunity (although there is a point where even the dumbest monster will turn his attention to a new fighter). If you're attacking a tough monster in a group, and you win, it's just good manners to give part of the treasure to the guy who took all the damage, even if the rest of you actually killed the thing.
- If you have trouble targeting very small creatures (i.e., birds), try dragging your cursor across the creature while clicking-and-holding. This will bring up the creature's status bars, and you can click on that to target it.
- An obvious but useful tactic is to hide behind a large object, such as a tree or corner of a building, then use a bow or crossbow. The person you're attacking has trouble getting at you to return the attack, especially without a ranged weapon and the skill to use it.
- It is possible to find elevated places – rooftops, cliffs, etc. – where you can fire a bow at monsters and it is not possible for them to counter-attack. This is con-

sidered perfectly acceptable in UO (unlike some other MMP games, where it's regarded as an exploit).

- You should never wear a plate helm, if you care about your Dexterity. This is the only helmet that comes with a Dex hit. For a dedicated fighter, the extra protection might be worth it, but other characters should look for other options.
- Be careful about wearing armor when you're just barely strong enough for it. If your Strength is reduced for any reason (including magic spells), your armor will fall to the ground.
- It is sometimes necessary to slay someone intent on killing you. While player-killing is not advocated, there are steps you can take to cover your tracks, if you fear revenge from the deceased, his friends or guildmates:

  Don't give your character an easy-to-remember name

  Change your clothing after slaying someone
- Conversely, pass on the names of troublesome players to other players.
- You regain one lost hit point every 5 to 15 seconds. The better fed you are, the faster your hit points are restored.
- Silver weapons do double damage against undead.

ADVENTURING

- Don't leave hides, meat, packs and the other miscellaneous detritus of wilderness hunting just lying around on the ground. Leave extra stuff on the corpse of a monster; when the corpse deteriorates, the stuff goes away. There are also trash cans at every bank, look for a barrel or container with a signpost designating it as a trash can. Players with houses can also purchase trash cans for their homes.
- Alternatively, a newbie can make a pretty good living around the more active hunting grounds gathering what other adventurers leave behind. This is mainly meat, the odd random reagent or lesser potion, hides or wool. Our newbie scavenger can gain experience by joining in combats where others are the main target (always ask before joining someone else's combat, and for your own good let the more experienced characters have the kill, and the first pick of the treasure). You can run away from all monsters and some nasty PCs if the situation gets out of hand.
- When you're in the wilderness, stay near the trail. It makes it easier to run from large monsters if you have to.
- It's a simple truth, but one easily forgotten in the rush to adventure: There is strength in numbers. If you don't have friends, consider hiring one or two guards or training a couple of large, fierce animals to protect your back. Just make sure you have plenty of gold and/or food, to keep them happy. (Note that large creatures often can't keep up with you if you have to flee, and that having too many hirelings or pets might block your way out of a dead end.)

- You can cook on forges. (You'll need a cooking tool.) This is a handy way to barbecue those ribs without building a camp fire.
- When you accept a mission to escort an NPC, it is quite common for the NPC you're escorting to get "stuck" in the terrain. If this happens, just go back to the NPC and say, "I will escort thee," and they will start following you again.
- If you're a Grandmaster Animal Tamer who wants to try the ultimate challenge of dragon taming, take a good (Adept level or above) Bard along when you make the attempt. The Bard's job is to distract the beast by either Provoking it to attack other nearby monsters (which means it will be ignoring you — try to get it fixated on a water elemental in the middle of a pool, since neither monster will be able to physically touch the other) or simply Peacemaking it to keep it calm while you make your attempt.

Ships

- Although a boat costs a fair amount of gold, it is well worth the investment. If you're interested, but short of money, try assembling a small band of people — around three to six — to pool money for the ship deed.
- Once you've bought the boat, go to the nearest shore, double-left-click on the ship deed in your backpack, and place the boat on the water. Make sure that the outline of the boat doesn't touch the land, and that the side of the boat can be reached from the shore — otherwise you won't be able to board.
- And before you start building a boat — make sure that you'll be able to navigate the finished boat out of its construction location! If you build upstream of a bridge or other structure, you might be unable to sail out of port. If you do get stuck, you can move your boat by drydocking it (see next tip).
- When you place a boat, 1 key will appear in your pack and another in your bank for safekeeping. It is by far easier to drydock your boat when you are finished for the day, than to leave it for thieves that may wander by. To drydock a ship, have a key in your pack (in Felucca your key may be stolen, so be careful!). Your anchor must be down for this to happen, so tell the tillerman "drop anchor" before proceeding. After making sure nothing is still on the boat or in the hold (including yourself and other passengers), double-click the tillerman and you will receive a message. It will ask you if you wish to drydock your ship, with yes and no options. If you select yes, then the ship will turn into a model in your pack and all keys will disappear.
- You can name your boat by doubleclicking the tillerman when the anchor is up.
- Make sure if you leave your boat afloat (rather than dry-docked), that you lock both sides securely and don't leave anything on deck, as it will decay.
- Ships are great places to practice your skills, since many skills require you to be constantly moving to raise them.
- Be sure to keep your boat refreshed, they do decay over 11 days just like houses. Also, like houses, ship's holds are not secure, so it's not recommended to keep irreplaceable valuables there.

Communication Crystals

The Communication Crystal was a device originally designed to let characters on the same shard communicate over a long distance. They never became hugely popular for that purpose, largely because they were expensive to get and maintain, while outside programs like ICQ (a utility that allows real-time chat over the internet) were free. So are Communications completely obsolete? Not so! While they're not the most efficient means of simple long-distance communication, they have several other creative uses that make them a handy specialty item.

- Ghost communicator. Communication Crystals automatically translate a ghost's moans into understandable speech. Place a sender crystal near the ghost, and listen to his message through the receiver.
- Home security. If several people have access to your house, the Communication Crystal is a handy way to know who's home. Just place a sender crystal in the middle of your empty home, and carry the receiver with you. If anybody enters your home, the crystal will pick up anything they say. With another set, you can have two-way communication.
- Intercom system. Drop a sender and receiver set on your vendor, and carry a separate set with you as you go about your business. When somebody comes up and starts to talk to the vendor, you can use the crystal to carry on a two-way conversation with the prospective customer.

PA System. If you ever need to be heard by more than one screen of characters all at the same time, scatter some communications crystals around the area. Your words will be visible in every screen that contains a crystal.

Miscellaneous

- Having trouble spotting things on the screen? Press and hold Shift Ctrl. While you hold down those keys, everything within your screen will have a large, oval "tag" appear, with the name of the item, PC, or NPC. You can use this tag to target the item or character. This is particularly useful when items (or corpses) are stacked, since a single Right-Click will close the "tag," allowing you to access those beneath it. The tags disappear when you release sc.
- Circle of Transparency. Another useful thing to know about is the "Circle of Transparency" toggle you can access from the Options menu. This allows you to see through buildings, walls and other obstructions, and can be a lifesaver when an enemy, a newly-trained pet, or a useful item ends up on the "blind" side of a wall. The Circle of Transparency can slow the game down a bit, so it's recommended you only use it when you know you need it.
- Eat whenever you can. Not eating reduces your recovery rate. The game doesn't give you any warning messages when you're feeling hungry, so you just have to get into the habit of eating.

- Try cooking some of the meat you get off animals or fish. To cook, you'll need a cooking tool. Either double click the food item and target an oven or blacksmith's forge; or use your dagger on a nearby tree to get kindling, and make a small campfire to cook the food on. Food can also be purchased from provisioners, bakers, inns, taverns and farmers markets. To obtain fresh meat off an animal, kill it, then double click your dagger or another bladed item and target the corpse. Then open the corpse up and retrieve your food.
- You can only carry 125 items in your pack at any time. This includes items in other packs, pouches, bags and boxes. You can click on a container, and it will show you how much it weighs and how many items are contained within it. Stacked items, such as arrows, reagents, meat or fish steaks, count as 1 item.
- If you need a large place in which to meet, try Trinsic. There's a hall there, suitable for guild meetings and other large congregations of people. You don't have to reserve it — all you need to do is occupy it. Look for the large building with the second-story balcony and large garden.
- If you slay a creature, make sure you dress your kill. You can make money by selling the hides of certain animals, and nearly all creatures have ribs you can sell to a butcher.
- If you loot hides from a kill, use your scissors on the hides immediately. Cut hides are much lighter than raw hides.
- Wilderness music. If you have Peacemaking and Musicianship skills (and an instrument to play on), the wilderness isn't as dangerous as it might be to other characters. Creatures are particularly affected by your music and will usually remain peaceful.
- Wisps are difficult to kill by ordinary methods, but they are susceptible to the powers of music. A tacky bard trick involves luring other players into the expanses between Britain and Yew, where many Wisps can be found. As a skilled bard, you can use Provocation to force the Wisps to attack your victims, then appropriate their equipment. Of course, this will not make you any more popular than any other player-killing exploit, and is also quite dangerous, since if your Provocation attempt fails the Wisps will attack you. (Conversely, beware of bards bearing lutes between Britain and Yew!)
- Pets and hirelings are much more likely to attack if they've been ordered to "guard" you than if you just tell them to "attack" something. You have to be immediately adjacent to the pet/hireling, however, so it can tell you're in trouble.
- If you have more than one pet, have them "Guard" each other. Pets like dogs and wolves will go attack something on their own, and pets like horses will be attacked by monsters like Ogres, Trolls, and Harpies. If you have them following you, but protecting each other, it saves you time.
- Name your pet something you can type quickly and easily. Many of the pet commands involve using the pet's name, and it's a lot easier to type "Igg" or "Flu" rather than "Ignatius" or "Fluellicello."
- When you name a pet, you cannot enter a space in the name. However, the animal is initially identified as "a cat," "a

rabbit" or whatever. If you carefully enter the new name without erasing the space that's already there and "trimming off" the other letters, you can give your pet a two-word name. Like this:

"a rabbit" becomes

"a r" becomes

"Boba rDobbs" becomes

Bob Dobbs

Note that pets named in this way may not respond to commands.

- Inside player homes, you may find barkeeps or other NPCs that are not vendors. By saying "news" to them, they may give you some information about a player run quest. Or you can always just buy some beer off them.
- If an NPC is blocking your way, you can ask it to move by saying: "name move". Make sure you use that specific vendor's name if there are more than one nearby, otherwise "vendor move" will suffice.

OTHER PLAYERS

The fundamental thing about *Ultima Online* is the fact that you are interacting with thousands of other real people simultaneously. This is the game's main attraction, but also one of its main sources of frustration, particularly for new players.

People, you see, cannot be controlled. ORIGIN cannot write code into the game to prevent jerks from being jerks. They can take measures to limit anti-social activity and to keep malicious players from ruining the fun of the unwary, but that's about as far as they can go.

There are lots of good people in UO — good roleplayers, and also folks who are more interested in helping new players than in tormenting them. Meeting such people is one of the great joys of this game. But even in a perfect world, there would be some players more interested in roleplaying evil characters than virtuous ones, and so precautions would have to be taken to protect oneself. Since the world is not perfect, there will always be some players in UO who are simply malicious (or more often, immature), and they are far more annoying than players who are seriously trying to portray evil characters.

Below are some pointers for new players to help you protect yourself from evil characters, and avoid immature or hostile players.

Stealing

Thievery is an ancient and (in its particular context) honorable fantasy profession, but that doesn't mean you have to be an easy target for it. Figure you're doing the thieves a favor by presenting them with a challenge to be overcome — or just figure you don't owe thieves any favors at all. Either way, figure on taking steps to avoid being picked blind. Currently, in UO, open player-on-player thieving is only allowed on the Felucca facet.

First, stay out of crowds. If a stranger comes and stands close to you and appears to be doing nothing at all, chances are he's trying to Snoop in your inventory — move away. In town, you're allowed to attack a thief that you catch in the act, or you can call a guard who will do the deed for you (and you'll be first in line for the culprit's stuff — there's absolutely nothing shameful about looting the corpse of a failed thief, when you were the intended victim).

Keep your really valuable possessions in bags — or even keep the bags in bags, layered three or four deep. This not only conceals your valuables, but each container requires a separate Snooping check, increasing the chance a thief will be caught. A similar strategy is putting valuables under a stack of hides or something equally bulky and innocuous in your pack. This slows a thief down, and she might miss the best stuff entirely.

(There is, however, a very important exception to the above rule. Some items cannot be stolen from your pack (the game calls these "blessed" items). These include some newbie items, spell books, deeds and keys. However, if you put one of these items in a bag in your pack, a thief can steal the bag, and the blessed item with it. The solution here is obvious ... never put unstealable items in a sub-container in your pack.)

Since the Reputation system was introduced, a new kind of thief has made himself known. This character will brazenly walk up to you and steal something (usually some — but not all — of your arrows, bolts or reagents). He wants to be caught, so you'll attack him. Once you attack, you're flagged as the aggressor for the combat, so he can kill you and take all your possessions without risk of you reporting him as a murderer (being the aggressor doesn't necessarily mean you're doing something criminal or jeopardizing your Karma, but it does mean you can't report your opponent for murder). Unless you're much tougher than you look (see PvP: The Fine Points, p. 206) or you know where to find lots of friends on short notice, it's probably best just to move on when confronted with this specimen. (Note that as of this writing, debate still rages among fans and designers about whether Stealing should flag the thief as not simply a criminal, but an aggressor as well.)

Pkilling

Player killing (AKA "pkilling" or "PK") is the killing of one player-character in a multi-player game by another. (PK is also used to refer to player killers themselves.) Currently, in UO, unrestricted player killing is only allowed on the Felucca facet. Player Killing is allowed on Trammel only in the context of guild wars.

There are a number of different degrees of player killing. If Harry the Dashing accosts travellers on the open road with, "Your pardon, Sirrah, but I will have either your

money or your life," that is far less objectionable than Basha, who likes to train bears and sic them on unsuspecting travellers while she hides in the forest. Both are preferable to Lord of D'eth, who thinks that it is just hilarious to Hide in a dungeon with his friends throwing Energy Vortexes at any innocent questers that happen by — D'eth is basically inexcusable. All three actions, however, are completely legal in the game.

While pkillers who roleplay are far preferable to pkillers who just like slaughter for its own sake, no habitual pkiller is ever going to be popular. They are regarded by most players as an annoyance and an obstruction, and are usually invoke extreme prejudice, regardless of how well they roleplay. Unless you thrive on the hostility of others, you might want to avoid character concepts that involve pkilling.

And whatever your character concept might be, you'll definitely want to avoid pkillers. Guards provide solid protection in the towns, but if you're worried about being ambushed in town, set up a Macro so you can call the guards with a single keystroke instead of having to type in the word "Guards!"

In the wilderness, the things that will protect you against pkillers are the same things that protect you against monsters. Travel in groups, and if travelling alone, keep to the main roads for speedier travel. Pkillers and monsters occupy different regions — the worst monsters tend to congregate in the deepest wilderness, while pkillers haunt approaches to congested areas, like towns and dungeons. While shrines and moongates are guarded areas, PKs will haunt the approaches.

Pkillers rarely attack unless they're sure they have the tactical advantage, and there's nothing shameful about simply running away. You're very hard to target successfully while moving full-out, and often PKs will simply let you go and wait for even easier prey to happen by. Your biggest risk is running out of Stamina, which will leave you basically helpless. Head directly for the nearest town or guard area, or look for a group of two or more experienced characters with positive Karma — PKs usually steer clear of anything resembling a fair fight. Hiding and Invisibility are both excellent alternatives to simply fleeing. And the Recall spell, of course, is the ultimate quick escape.

If your honor demands that you stand toe-to-toe against aggressors, then you're going to have to put in some serious time preparing to survive and win. **See PvP: The Fine Points** on p. 206.

Scams to Watch Out For

Any "newbie items" (items you start the game with, not counting gold) cannot be stolen if they are in the top level of your pack, nor can certain other valuable or unique items (veteran rewards, cheques, Christmas prizes, house deeds, etc.). However, all these items can be stolen from your pack if you place them in a bag or other container. The game, you see, considers the thief to be stealing the container, without checking its contents. One way around this is to make sure that your valuable items are in a container with a combined weight of more than 10 stone. That's the maximum weight that can be stolen from a pack in a single steal, but heavy bags

aren't foolproof, because a good thief with time to work can open your pack and your sub-pack, and steal the valuable item directly. You're better advised to keep unstealable items in the top level of your pack, or in your bank box. (Of course, this is only a problem in Felucca, since the Stealing skill doesn't work against other PCs in Trammel.

Looters are with us always. While their options in the game have been severely limited, they will still hide away in deep dark dungeons until you die, and when your body becomes freely lootable (when it decays into bones) they will take anything of value from your corpse. This is mainly an inconvenience, and unfortunately it is completely within the rules of the game, so please don't threaten to call a GM on the looter, because there is nothing a GM can do to help you.

Far worse are scammers, those that attempt to take an item from you by deception; either "twisting" the rules to their advantage, or simply betraying the trust of a stranger.

One scam going around starts when someone says their character is bugged and wants to buy an item from you (probably something you're selling openly near the town bank) and they cannot accept an item through the trade window. They will probably have the maximum item limit on them, or they are overweight, so a trade cannot happen (if you try, a message will be produced saying they can't hold the traded object). Instead, they will ask you to trade via a packhorse.

They transfer the packhorse to you in order for you to place the item in it, and once it is transferred you put the item in to transfer to them (along with the cheque for payment, in theory).

This is where the scam comes in ... the person who transferred the packhorse to you has the ability to take things out of the packhorse, and simply takes the items directly and places them in the bank, without paying for them.

Another one is when someone says they don't have the cash on them to buy an item and want to put it through a player vendor that you own. When you place the item on your vendor, they will *immediately* "buy" that item and get it at a massively discounted price, because when you place an item on the vendor, *UO* automatically calculates a price for it, before you price it manually.

There is only one way to solve this, and that is to make sure the person is away from the vendor when you place the item. Ask them to wait outside or far away (Stealthing distance when hidden is 10 squares maximum, so if you ask them to wait off screen you should be ok) and if they refuse, you should cancel the deal.

Finally, another big scam is the "locked down" item.

Once you own a house, someone may come up to you and offer to pay a massive amount for an item you have locked down in your house (a rare, a reward, a Christmas prize whatever) and while you think that you have cashed in, they are secretly planning to steal the item while you aren't expecting it.

First, they may appear to Recall to the bank to get a cheque. They'll probably actually say the Recall words and seem to disappear. In fact they have Hidden, so when you unlock the item, they can steal it easily.

There are two ways to detect this scam. First,

listen for the sound of the Recall. The second (and sure-fire) way to thwart the scam is to use the Detect Hidden skill in your house (make sure you target the ground, rather than a container on it). even with no earned skill, you are 100% guaranteed to find someone hidden in your own house, even in Trammel (but note that in Trammel the reveal spell wont work).

Really clever con-men will stay stock still even when revealed by a Detect Hidden and confronted. After a while, they'll vanish, hoping you'll assume they've dropped carrier and left the game. In fact, they've just renewed their Hide, and are still there, hoping you'll actually be dumb enough to unlock the item so they can steal it.

Also, beware of variants to this scam, where the "buyer" waits politely outside your house, while an accomplish sneaks in behind you to attempt the robbery.

Basically, you should always do a Detect Hidden check before unlocking a valuable item, and if you detect anybody you should immediately ban them from your home before completing the unlock.

In all these cases, GMs will not be able to do *anything* to help you, as the scammer did not actually break any rules, they simply took advantage of your trusting nature or lack of foresight.

MACROS

Wishing you could get away from having to click the Skills menu or your backpack icon a zillion times each day? You can, through using macros. A macro is basically a keyboard shortcut that executes a string of actions. You can put together many actions, and then do them all at once with a single key press. Each character has his or her own macro definitions.

Note: *For all you technical types out there, you can directly open and edit files named macro.txt under your game directory. However, do so at your own risk!*

Macros can make certain tasks less repetitive, allowing for more flexibility and fun during gameplay, not to mention less stress on your wrist and mouse. Most trade skills will let you perform macro actions. Be aware, though, that you can't make macros do certain things (like Fishing). Also, keep in mind that the more actions you put in a macro, the less useful it is in other slightly similar, but not identical, situations. Also, whatever macros you set apply to all characters on your account.

This section doesn't give all the commands for the built-in macro system, but it should give you an understanding of what macros can do. There are some third-party tools available online, but be aware that improperly using macros to race toward Grand Master status is frowned upon. In fact, it's very against *Ultima Online's* rules of conduct to leave macros running unattended while you're off somewhere watching television or napping.

Macro-Making

To get to the macro definition window, click **Options** on your paper doll, then **Macros**.

The three buttons at the top are toggles for adding Control, Alt and Delete to a key command. Whichever ones are gold-green are active. For instance, you can specify [Alt][Ctrl][P] when defining a command to make potions, or [Shift][H] to apply bandages to yourself or [Alt][Ctrl][Shift][S] to suit up for battle.

The **Previous** and **Next** buttons cycle through macros. Click these, and you'll notice that some basic macros are already defined for you.

[Alt][S] Open status window

[Alt][B] Open spellbook

[Alt][C] Toggle War/Peace mode

[Alt][P] Open paper doll

[Alt][K] Open Skills window

[Alt][J] Open journal

[Alt][I] Open backpack

[Alt][R] Open map / toggle map size

[Alt][O] Open Options window

[Alt][X] Quit the game

[Alt][T] Start a chat message

[Ctrl][B] Bow

[Ctrl][S] Salute

[Ctrl][Alt]-Numpad keys Initiate tillerman commands (for ships).

The **Key** field stores whatever key you press. (You have to click in the field first.) You can use letter, numbers or punctuation. It's always a good idea, however, to use one of the command keys so that you don't accidentally trigger your macro while chatting.

The **Name** field stores the key in the key field and adds [Ctrl], [Alt] or [Shift] if you highlighted one or more of those keys.

The drop-down **action list** on the left shows actions you can choose (described below). If the action calls for explicit text, a target, direction or skill, you will see another box or menu to the right of this. Basically, you use the left box to specify the action you want to perform.

Each time you add an action, a new line appears below the first one. You can string up to 10 actions in a single macros, and you can add as many macros as you want.

To make a new macro, click **Add**.

Macro Actions

There are several types of commands.

Text actions. Say, Emote, Whisper, and Yell all allow you to type in text. This can be useful when you find yourself typing the same thing over and over, such as "Poison potions for sale cheap!" Whispering is soft and can only be heard by people standing right next to you, while yelling can be heard from further away.

Movement actions. The Walk action lets you specify a direction to walk (NW, S, E, etc.). This can be alternated with Delay commands to set a "course" for your character on often-traveled paths. The Open Door command is quite useful as well — it keeps you from having to double-click every door you run across.

Skill actions. If you choose Use Skill, you can select a skills from the drop-down list on the right. Hiding is particularly useful if you're a thief or weak mage. Tracking is good, too; you can run along and use it do detect your next victim during a hunting

outing. Skill macros are good for when you want to practice skills on the side, or while you're waiting for something or someone.

The CastSpell and LastSpell commands have similar applications. If you always like to follow up an Explosion spell with something else, then you can set up a macro for your favorite combinations (cast a spell, use Meditate skill, move somewhere else, then re-cast that spell, for example).

Pet Commands. If you have a pet, you'll want to use the "Command" action a lot to give your pet instructions. The actual text command goes into the box to the right of the command action. See **Animal Training**, p. 65, for details on specific commands.

Camera Zoom. If you don't have a mouse with a wheel, you can use the Zoom In and Zoom Out commands to emulate the zoom slider on the screen. This can make it easier to take an up-close look at your newly tailored cloak or freshly forged masterpiece, or at something of interest on the ground.

Combat actions. If you're a fighter (or even if you're a mage who occasionally fires an arrow or swings a sword), it's a good idea to set up an Arm/Disarm action. You can arm yourself, use Target Next or Target Last, and then Disarm before casting an Explosion spell.

Other actions. More commands exist, but some of them are more complicated. You can find detailed explanations for each command at **www.uo.com** by searching for "macro."

Macro Examples (thanks to Katherine Chappell)

ACTION	SKILL/TEXT	PURPOSE
UseSkill	Meditation	Quickly activate meditation
Say	Vendor sell	View an NPC vendor's goods for sale.
Say	Vendor buy bank	Open panel to trade with an NPC vendor, or open your bank box
Say	Vendor buy the guards some beer	Open panel to trade with an NPC vendor, or call the guards as needed
AllNames	—	Shows names for all people in a crowd
UseSkill	Hiding	Activates Hiding skill.
CastSpell	Cure	Casts Cure spell on target
OpenDoor	—	Opens doors without making you double-click

ROLEPLAYING

The one thing that divides the good *UO* player from the clueless is not whether their character is good or evil, but whether the character is a *character*. In other words, roleplaying. Unlike single-player fantasy games (and "deathmatch" or "dungeon crawl" multi-player games) there's far more to *UO* than simply grabbing as much cool stuff as you can by any means available. If this is the level on which you play *Ultima Online*, you will find that its appeal fades rapidly. On the other hand, if you try to roleplay — try to create a character who is a real person, different from yourself, and react within the game as that person would act — then *UO* can continue to be fascinating experience literally forever. Roleplaying doesn't necessarily mean putting on a pose or talking with a bunch of "thees" and "thou's," and it certainly doesn't mean acting like a stereotype out of an action movie, it just means acting in a consistent and believable fashion. Those who go to the effort to roleplay their character will, in time, inevitably become the most significant characters in the game, while those who don't are doomed to be regarded as simple annoyances or, at best, nonentities.

It's not your Dad's Dungeon Crawl

There is a conceptual leap that needs to be made in going from traditional computer games to *Ultima Online*. In an ordinary, single-player game you expect to be, and rapidly become, the center of the whole game-universe. Not only do you either start as, or rapidly become, the most dangerous entity in the game, but everything that happens happens to you or because of you. This is particularly true in the other games of the Ultima series, where you are the Avatar, the predestined champion of all the Virtues.

In *UO*, you still have formidable natural advantages, particularly when compared to NPCs, but there are also thousands of other players in the game, each with the same natural advantages, and each with the same power to alter events in the game. Also, there's no big payoff — no "level boss" to defeat and prove that you're the baddest of the bad. Most importantly, there's no save game or reset button to allow you to go back and correct your mistakes. Mistakes in *UO* are not necessarily fatal, but they are definitely indelible — once they happen, they can not be erased, only corrected.

What you gain in return for giving up these (admittedly entertaining) features of a solo game is growth, change, freedom of choice and the opportunity to participate in a real community. Understanding what *UO* does and does not offer is the key to roleplaying.

If you play *UO* with the traditional computer game goals of "get all the cool stuff, find all the secret places, beat the big bad guy and win" in mind (either consciously or unconsciously) you won't find the game entertaining for long, because you won't be roleplaying.

Roleplaying Requires a Role

On the other hand, if you go into the game planning to explore the full potential of your character, make a name for yourself among the other players, and make a lasting mark on the way the online world of *UO* expands and deepens, then you will find the game endlessly fascinating, and you will be roleplaying. It doesn't really matter if

you have a flashy "high-concept" character with a deep and complicated background story (although such characters can be fun, and many of the best roleplayers prefer them). What really makes you a roleplayer is your willingness to become a member of the community.

This doesn't mean you have to be pushy or a "joiner." Your function in the community can be the solitary hunter who only comes into town to sell his hides, or the crotchety old hermit who prefers not to associate with anybody except those in great need of her skills. The point is that even such solitary characters have found a niche in the community and occupy it to their fullest potential. In order to roleplay, you must first find a role. Killing monsters for their stuff is not a role, nor is killing other players for theirs, but being Jael the Hunter, or Debrah the Bandit Princess is. Making lots of armor because that's a quick way to make cash isn't roleplaying, but being a hero so exacting in her standards that she will trust her safety only to things made with her own hands, that's a role.

Roleplaying is what you make of it

The last thing to note about *UO* is that it does not put an adventure in your face every time the plot slows down. If you're getting bored with the routine, change it — it's your routine. The adventures are out there, but it's up to you to find them and it's up to you to conquer them. Nor are they carefully preprogrammed so that the next thing you meet is guaranteed to be something you can handle. That ettin will be just as happy sucking the marrow of a newbie it flattened with one swat as it will be with a hero who almost slew it. In the traditional computer game, you wait for the adventure to come to you, and then you keep banging at it until you beat it. In *UO* you go out and find the adventure, you decide whether you're prepared to tackle it when you do find it, and you get only one shot to get it done. It's a much more fascinating experience than the average fantasy game bash, but also a much more subtle and difficult one. You can't experience *Ultima Online* passively — you have to take the initiative and find your own excitement, and this process of taking control of your own situation is also part of roleplaying. To have a goal is to have a role, and vice versa. You have to grab the adventure by the throat in *UO*, but before you can grab it, you have to know what you're reaching for. None of the maps or hints in this book can tell you where to go or what to do to have the perfect *Ultima Online* adventure, but roleplaying a real character will open up a sure path to years of ongoing fun and excitement.

THIEVES' GUILDS

Society of Thieves

Ultima Online originally had "game guilds" — trade guilds run by NPCs. They also have many player guilds that are created and managed by players. Today the only game guild left in existence is the Thieves' Guild, called the Society of Thieves. You can belong to one player-run guild, as well as the Society of Thieves' professional guild.

Anyone can join the Thieves' Guild by finding the NPC guildmaster and paying a membership fee. Finding that NPC might not be easy, since he or she doesn't generally go around shouting in public venues. But there's usually one in every town.

The "General Membership" is an umbrella organization for beggars, thieves, assassins, brigands.

There are subguilds for specific career paths: Federation of Rogues and Beggars, Guild of Assassins, Society of Thieves.

Why Join?

The Thieves' Guild has two purposes, but the most important one is that it allows you to use your Stealing skill on any player in the game. As a non-guild thief, your lifting pursuits are limited to NPCs, creatures, containers, and players who are in a guild at war with your player's guild.

Stealing from players. Membership in this guild gives you the ability to loot items from other people's backpacks. Anyone whose name appears blue to you is fair game. Stealing can be done more safely outside the city walls, where the guards won't come running. There are a few risks to consider here. First, anyone you steal from will recognize you for life because your name appears in gray to them. (This is often called "perma-gray" by players.) Second, if you fail on your Snooping or Stealing attempt, you may be killed by the guards or by whoever notices you.

Disguises. The second good reason to join the Thieves' Guild is that you can buy disguises by giving the Guildmaster 700 gold pieces. Disguises allow you to "hide" under an assumed personality for a period of two hours, very similar to the magical *Incognito* spell that disguises your appearance. When you purchase a disguise kit, you'll see a hat stand in your backpack. Double-clicking on it brings up a menu that lets you change your hairstyle. Your name is also changed. When the timer expires, you revert back to you normal appearance and name.

Why Not to Join

Okay, now the negatives… every time you steal from someone, you are freely attackable by anyone in the area (even in justice regions) for two minutes.

Also, as a Thieves' Guild member, you're not allowed to report anyone that murders you. This means you can't shout for the guards to come running to your aid. If someone kills you for trying to loot their Executioner's Axe, too bad!

So, effectively, joining this guild means you're opening yourself up every edged blade in the world.

How to Join/Leave the Society of Thieves

You can join the Thieves' guild by dropping 500-gold pieces on top of the guildmaster (the going rate for membership). This ensures lifetime membership in that guild. However, you must pay again if you ever decide to change guilds.

There are prerequisites to joining the Thieves' Guild:

- You must give 500 gold.
- You must have been adventuring for at least one week.
- You must have 60+ proficiency in Stealing.
- You mustn't have any murders to your name.

To leave the Thieves' Guild, speak to the Guildmaster. You cannot resign from the Thieves' Guild during the first week of your membership.

Player Thief Guilds

There are Thief Guilds run by players, as well. Obviously you must belong to the game guild first, but then you may be able to find "brothers in crime" with whom to plot.

By joining a guild, not only do you get camaraderie and help, you can band together with other players and participate in "wars" against another guild without getting charged for murder. (Normally, killing anyone brands you a murderer.) Guilds provide a sense of belonging for many players, and many younger players who are accepted into guilds often benefit from advice and used equipment. In a career as challenging as thieving, assassination or begging, it's invaluable.

Joining/Leaving a Player Guild

To join a particular player guild, you must find its guildmaster. This can be quite a task in normal circumstances, and even harder when it comes to thieves. Your best bet is to ask around or post a notice on the town bulletin board. Some players create guild halls that you can visit. If you can't find the guildmaster, visit the Guild Hall on the *Ultima Online* web site (www.owo.com) and use the guild search engine to track down guilds by category, name, guildmaster or location. Then, you can contact the Guildmaster via e-mail.

To leave a guild, e-mail the guildmaster and ask to cancel your membership.

Looting vs. Stealing

Gleaning useful items from the corpses of the fallen is an integral part of the game. It is a criminal act to loot the possessions of the fallen before the body deteriorates. However, there is no guarantee that your possessions will still be with your body if you wander off in search of resurrection.

This is a case where the golden rule applies. If someone falls while you're both fighting a monster, ask yourself if you'd like them to guard your possessions if you were the fallen.

If something useful is lying on the ground, it's probably available for the taking, but if others are standing nearby it is polite to ask who it belongs to (of course, while you politely await an answer, someone with fewer scruples might grab the object).

There are two other forms of predatory behavior that are not covered by the

Reputation system. The first, and most blatant, is simply hogging treasure after a monster kill. A single person (often someone who wasn't even trying to fight) grabs the monster's pack the second it falls, and then refuses to share. The second is a bit more subtle, and involves lurking or hiding nearby while someone else fights a monster, then dashing out at the last second to strike the death blow, to claim the Reputation bonus from the kill. (It's a mark of an experienced and civilized player to ask if help is needed before jumping in to aid another in combat.)

Both of these acts are marks of an inexperienced and short-sighted player, and both carry the seeds of their own correction. If you behave in this fashion, you soon find that nobody's willing to help you when you take on a tough monster. They'll stand around and watch until you die or are forced to flee, then jump in to take out the monster you weakened. Furthermore, really powerful players don't need the kind of penny-ante rewards such behavior offers, but they can probably afford to take a Reputation hit, or even a single murder count, just to teach a loutish newbie a lesson.

PVP: THE FINE POINTS (AT YOUR THROAT)

PvP (Player vs. Player) technically means the same thing as PKilling. However, while PK usually suggests a predatory attack on another, PvP also includes self defense, plus socially recognized conflicts like guild wars and arena combat. Even if you're not a PKiller or the member of a martially inclined guild, you still need a good grasp of the basic principles of PvP.

PvP combat is a specialty all its own. In virtually every other UO profession, it's possible to get ahead even at relatively low levels of accomplishment, just by knowing what's too tough for you and avoiding it. In PvP, however, you never know how tough your next opponent is going to be, so you want to be prepared for anything. The really successful PKs (and dedicated anti-PKs, or just antis for short) are completely optimized for battle. If you're going to go head-to-head against them, you'll need to optimize yourself as well. But even if PvP isn't your whole in-game life, you can still take some basic steps to protect yourself from being a victim.

Skills. Whether you want to be a PK or just defend yourself from them, you'll need a good Hiding skill. The importance of the Detecting Hidden skill is therefore obvious as a defense against hidden ambushers.

The heart of PvP is, of course, combat. Tactics reigns supreme among all the combat skills, followed by Archery. Since

Archery depends on a constant supply of arrows, you'll probably want a secondary skill for close combat — Swordsmanship skill and a halberd are preferred, for the massive damage it can do.

Some bards use Provocation effectively for self defense, forcing monsters and large beasts to attack trouble-makers.

See p. 196 for a discussion of Stealing in PvP combat.

Equipment. Healing potions are the meat and bread of PvP as it currently exists in the game. All else being equal, the results of a battle between PCs will often come down to which one is carrying more Greater Heals. A few Cure potions, for protection against Poison attacks (see below) is also a prudent measure.

While we're on the subject of potions, a few Greater Explosions are a lifesaver for the non-optimized character who doesn't want to roll over for the PKs. Scatter a few around when you're attacked, to take out mediocre PKs quick, or to cover your retreat from the really dangerous ones.

Good armor and weapons are, of course, essential. Plate and bone armor remain favorites, although there is a growing faction of PvP experts who prefer magical chain to plate, because of the small but noticeable penalty that plate inflicts on your effective Dexterity. (This is particularly true of melee fighters, to whom rate of attack is everything.)

The weapon of choice is still the magic heavy crossbow, backed up by a halberd. However, some of the most accomplished PvP archers prefer a magical bow (enchanted for a good damage bonus), because of it's significantly higher rate of fire relative to the crossbow.

Horses really come into their own in a PvP context, for the obvious reason that they make you virtually uncatchable by opponents on foot, while allowing you to ride down most fleeing enemies.

Reagents, runes and magical supplies are discussed below.

Safety in Numbers. The advantages of knowing when to make a run for it have already been discussed. All too often, however, adventurers will start to run off or Recall out at the first sign of PK aggression, even when they possess a numerical advantage. This is not necessary. PKs, as a class, do not like fair fights — they're looking for easy pickin's with a quick payoff. Even very highly optimized PKs will often Recall out if confronted with a determined group of rather average adventurers. And if the PKs are cocky, and the defenders play their cards right (and maybe have a hero or two among them) the result is often a dead PK. If you have a little experience and some decent equipment, there's no reason to bolt at the first sign of PKs if you can organize a numerically superior defense instead.

Tactics. If you're trying to fight an archer with a hand weapon, keep moving. And try to keep the archer moving as well (try to get out of his line of sight, making him adjust his position). The longer an archer can stand still and target the same opponent, the more deadly each shot becomes.

If you're going to try to make a stand against PKs, move into the open. Don't let them corner you against the scenery or block your line of escape.

As has been mentioned, Healing potions are the cornerstone of serious PvP combat. Remember that you can only drink one Healing potion every 10 seconds, so you

can't wait until you're almost dead and then quaff three or four. You have to manage your potion intake for maximum efficiency throughout the whole battle. Also, remember that you have to have a free hand to drink a potion.

Finally, try not to let your Hit Points drop below half for any reason. When your Hit Points get very low, your Stamina loss accelerates, so if you think you'll have to make a run for it, try to run when you still have a good reserve of Hit Points. Otherwise, you'll never make it.

Magic. Magic is the artillery of Ultima Online. Nothing else in the game comes close to its massive damage potential. The two favored PvP spells are Energy Bolt (every player, at some time in his career, learns to fear the dread words "Corp Por") and the awful Energy Vortex, which offer maximum damage potential in relation to mana expenditure.

The single most important PvP spell, however, is not an attack spell at all, but Recall. Recall allows you to get out of a situation quickly and utterly when it's going against you. The Mark spell is also useful, of course, but it's not essential, since pre-Marked runes can be bought from many vendors.

Reactive Armor and Magic Reflection are also excellent defensive spells. Most experienced PK mages will open combat with a simple Magic Arrow, to try to take down your Magic Reflection defense, but nonetheless it's a good piece of insurance to have. If nothing else, it gives you a couple extra crucial seconds before the enemy opens up with the heavy stuff.

Paralyze, and the various spells that diminish the mental or physical capacity of your opponents, can also give you a marked edge in PvP combat. Teleport is extremely handy if you plan to make a stand against PKs, as it allows you to seriously mess with their tactics.

Professional murderers tend to travel rather light, as a group (not surprising, since they make their shameful living off those who carry more than they absolutely need to), but they do tend to have good weapons and armor, and a lot of reagents at all times (not to mention the possibility of a bounty). Therefore, eliminating a PK is usually a windfall for the conqueror.

Poison. Poison use is growing in popularity. Poison weapons are nice, but they don't stay poisoned for long.

Poisoning weapons is not the only use for a Poison potion, however. Energy Vortex, the deadliest PvP spell, relies primarily on an extremely virulent poison for its deadliness (that's not the only way this spell does damage, it's just the worst). However, it is an oddity of the game that a character who's been poisoned cannot be poisoned again until the original poison wears off, even if the second poison is stronger. Therefore, some hardcore PvPers have taken to quaffing a minor Poison potion early in combat, to pull the teeth of enemy Energy Vortexes. This can lead to the rather ludicrous spectacle of a player poisoning himself before battle, then immediately being Cured by his enemy.

Defensive Thievery. If you're fighting an archer, try to steal his arrows or bolts. If you're attacked by, or fighting a mage, try to steal his reagents (go for Mandrake first, Garlic or Ginsing last). This will seriously blunt your enemy's offense.

REPUTATION

When you play a character in *Ultima Online*, you can choose to live life however you please — whether your goal is to rob everyone around you blind, or to wander throughout Britannia spreading kind deeds. Whatever you do, however, affects your Reputation in the world. This is a measure of how others see you (mainly NPCs), which in turn affects how they respond to you.

- If you use the bardic ability of Provocation to control a creature or monster, you become responsible for the Provoked creature's actions. If you order it to make an unlawful attack against a PC, NPC or pet, it is just as though you made the attack yourself (including the possibility of being reported as a murderer). If a Provoked monster attacks an innocent without your direct orders, you will be flagged a criminal for two minutes (you will become gray) but the monster's actions will not affect your Reputation, nor will you be held responsible for any deaths.
- To collect the bounty on a murderer, you must chop up his corpse (Use a bladed item on the corpse) and collect the head of the murderer. Chopping a corpse results in a small Karma loss, but does not flag you as a criminal. When you turn the head in to a town guard, you will receive (in addition to your bounty) a small Karma bonus to offset the Karma you lost from taking the head.
  A bounty on a murderer remains active for up to two weeks after the last murder. This means that a murderer can reduce his murder count to zero and still have a bounty on his head. When a bounty expires, the gold goes back into the general economy, not back to the characters who posted the bounty.
- Chaos/Order shields do not vanish immediately upon being dropped, but they will vanish if an unworthy person tries to equip them. Dishonest characters have been known to put Chaos/Order shields on their vendors, which unsuspecting adventurers then buy for a high price, only to have the shield go up in smoke when they try to use it.
- One way to tell if a chest might be trapped is to simply run your cursor over it. If it highlights yellow, that means it belongs to another PC, who may well have left it out as a trap. (However, it is also possible to trap an unowned chest in a dungeon or monster camp, and these won't highlight yellow.)
- Some quick-witted players have been known to take particularly obvious trapped chests and shove them into their backpacks, unopened. Then they can use the trap themselves, later, and any Reputation damage will be inflicted on the tinker who originally set the trap.
- If you trap a chest in a building or boat that you own (that is, you have the key to that building or boat in your backpack while working in the building or on the boat), you will not be flagged a criminal or murderer for anybody harmed when the trap goes off, even if you take the chest out of your building or boat later. The chest has to be on the floor of the building or the deck of the boat when it's trapped, not in your inventory or even on furniture. If you trap a chest anywhere else (including non-moveable monster and NPC chests)

you will be held criminally responsible for anybody harmed by the trap.

- Murderers (red PCs) *will* be killed on sight by town guards. PCs at the lowest level of Karma (Outcast, Wretched, Nefarious, Dread) cannot do business with NPC shopkeepers, but they can still have access to their bank boxes.
- No act will flag you a criminal if it is performed against a member of your own guild or an enemy guild.
- Murderers killed in a guild war will lose stats due to their murderer's status.
- Apart from Resurrection by other PCs, the only way for murderers to get resurrected in the game is by an evil healer or at the Chaos Shrine. There are PCs who loiter at the Chaos Shrine hoping to pump their own Karma and Fame by making a quick kill on an unarmed and newly weakened former murderer. This is not a behavior which the game's designer's are inclined to discourage — murderers don't deserve an even break.
- A thief who successfully steals anything from another PC will remain flagged a criminal until the next time he dies. His name will continue to appear gray to his victims, but even those to whom he appears blue can, in fact, attack him as a criminal. Using Query (from the Option Menu) will tip you off to the suspected thief's actual status. It will warn you against attacking a true innocent, but not against attacking a blue thief. (You can, however, cast beneficial spells on a blue thief without being flagged as a criminal or losing Karma.)
- Casting beneficial spells like Heal or Resurrection on criminals or murderers will flag you as a criminal. Transferring a pet to a criminal or murderer will flag you a criminal.
- Harming any innocent (blue) PC with a field spell will flag you a criminal. Watch out! There are characters out there who will leap into your field spell just so they can attack you without risking a murder charge. If you cast a field spell directly on an innocent you will be flagged as an aggressor, but if he steps into your spell, you won't. This means that you can defend yourself against the spell-jumpers without fear of becoming a murderer or losing Karma. (Field-jumping is not an issue on Trammel, but it can get you on Felucca.)
- Looting is a crime, but not if the corpse belongs to a criminal, a murderer, an aggressor (against you, personally), or a member of your guild or a rival guild. You can also loot your own corpse without penalty. If you're wondering if a corpse belongs to a murderer or criminal, click on it. If the name appears in gray or red, it's fair pickin's. And, just in case you're worried, once the body decays, the remaining items are up for grabs — it doesn't count as looting at all. (Looting the corpses of dead strangers is not allowed on Trammel.)
- Any use of Poisoning skill drains Karma. You are legally responsible for anyone damaged or killed by food you poisoned (you can become a criminal or a murderer, and lose Fame and Karma), but you can never gain Fame or Karma by killing someone with poison, no matter how evil your victim.

- In the case of poisoned weapons, the wielder, not the poisoner, is responsible for any deeds done with the poisoned weapon.
- If a PC is killed while under the effects of Paralyzation, Weaken or some other spell that decreases his combat performance, the caster can be reported for murder. However, this doesn't apply to spells which only effect mana (Mana Drain, Mana Vampire). If the caster only cast such spells on the victim, he cannot be reported for murder if the victim dies. (Using mana-draining spells against an innocent can, however, cause you to be flagged as a criminal and an aggressor.)
- Summoning Daemons will always lower your Karma. This is purely for role-playing purposes ... virtuous people do not traffic with the nether realms.
- Polymorphing yourself into a non-human form will cause you to appear as gray for the duration of the spell, meaning all other PCs can attack you (on Felucca) with impunity, just as if you were a creature or monster.
- Dispelling magic (Dispel, Dispel Field or Mass Dispel) can never cause you to become criminal or be reported as a murderer.
- Criminal flags normally last about two minutes. However, if you're in combat, the flag resets each time you successfully attack an enemy. If someone is attacking you while you're gray, that sets a two-minute "lawfully damaged" flag on you that allows him to continue the fight without you suddenly becoming innocent. You will have to completely break off combat for at least two minutes to lose this flag.

Living It Up in Limbo

When your character's Hit Points are reduced below zero, you die. Dying isn't necessarily a terrible thing in *Ultima Online* — you can still wander the world and spook any mortals you find. However, if you decide to stay undead, you must be willing to sacrifice your skills and attributes and give up your mortal belongings.

Newly Dead?

A great Britannian who claimed to converse with spirits once called death the "passage into life, into death, and into life again." You are still an aware character — you just don't have as much interaction with the world as a living character. Should you die, here are some facts that might make your passage a bit easier.

- The living will not be able to see your dead character unless you choose to manifest yourself. Other ghosts will appear on your screen in full color.

- If you have a loyal pet or faithful hireling with you when you die, they will remain by your corpse's side, guarding it and the contents of your backpack. You must tell them to "Guard" when you die — that is the only command a dead character can give a hireling or pet.
- Contrary to popular belief, your ghostly character cannot pass through walls or float across water. You have to use a doorway, bridge or teleporter, just like everyone else. However, you can pass through closed doors.
- NPCs, monsters and animals are oblivious to your presence. Unfortunately, your loyal mountain cat Finny won't come when you call him — but then again, you don't have to worry about being attacked by dragons.

Ghostly Pranks

- Going into War mode while in a ghostly state causes you to "manifest" as a gray figure in the mortal world. Trying to manifest oneself is quite a tiring task for a ghost, so it is no surprise that fatigue sets in very shortly. Once fatigue points are exhausted, your manifestation automatically ends.
- No one besides other ghosts and someone using the Spirit Speak skill can understand your speech while you're dead. While manifesting, anything you say is automatically translated into ghostspeak as "Oooooh."
- Ghosts are immune to traps! For some fun, lure a gullible human into a trap.
- Ghosts can call guards in town. This can come in handy if you're murdered by a one-shot surprise attack.
- Ghosts of criminals or murderers still highlight gray or red. This can be handy knowledge when deciding whether to raise a passing ghost.

Death & Resurrection

When you create a character whose main worth is in her possessions, and she's killed and stripped, you've essentially lost the character. Oh sure, you could go back to town and start all over, but if you have to try to beg, borrow or steal enough money to buy some reagents, or an axe, and try to build yourself up from scratch, you're likely to be frustrated enough to say "enough already, I'll try a warrior next time around." The answer to True Death Syndrome is money in a bank.

You don't have to save enough for retirement — just enough to get you back on your feet. Decide how many reagents, or weapons, or whatever, you'd want to have at a minimum, and work at making enough to tuck away for emergencies. Do it. Then, if you end up having your head whacked off, you can go back to town, suit yourself up, and put a bounty on your killer's head.

Buying & Selling

SHOPS

Britannia's trade centers operate on the free-market principle. Whatever you desire, chances are you can find what you need among the shops in each town. Upgrading your potion collection or augmenting your hard-earned armour with a sturdy shield is often as easy as travelling to the nearest town and asking other PCs a few questions.

Once you do find a shop, you'll need to be specific about what you want. Not all shops carry the same goods all of the time, especially if demand is high. Prices vary as well — to find the best deal, you may have to visit several towns.

Buying

In keeping with Britannia's stringent work ethics, all NPC-run shops in Britannia are open night and day. (A game day is 2 hours in real time, meaning that 12 game days pass for each 24 hours of real time.) Shopkeepers list everything they have to sell, along with the shopkeeper's price offer. (The price offered is not fixed — it changes according to supply and demand.) Click on the "+" to the left of a specific item to buy it; click on the "-" if you change your mind. Click at the bottom left to hide or display item pictures (it's a toggle). (See **Buy & Sell Lists**, pp. 217-220.)

Selling

Shopkeepers will only buy items that are in their "buy" list (see **Buy & Sell Lists**, pp. 217-220). When you offer goods to a shopkeeper, everything that you own and that the shopkeeper might buy is listed. All other features of this display are identical to the description in the previous paragraph.

When you confirm the sale, the money automatically transfers into your backpack, adding to your current supply of gold coins.

After a sale, some NPC merchants may offer a **Bulk Order Contract** (p. 72) to player-craftsmen with certain skillsets.

Note: If you're at the lowest Karma level (Outcast/Wretched/Nefarious/Dread Lord/Lady; see p. 41) shopkeepers will refuse to do business with you.

Shop Inventory

All NPC shops have a standard collection of goods, although the list varies by shop type. An alchemy shop will deal in flasks, potions and similar items, while a bakery will offer raw cooking materials and baked goods.

Additionally, all shopkeepers buy some items from players on the side. The item must be in their list of preferred items to buy, however (see the Sell and Buy entries for each shopkeeper in the **NPC Descriptions**, pp. 217-220). If you have extra bolts of cloth, you may be able to convince a tailor to purchase them.

Risky Business

Starting up a business may seem like an easy task, but in reality, Britannian business is as risky as real business. By nature, some shop types are more prosperous that others.

Shopkeepers have a lot of control over what they carry as well. They operate on the rules of supply and demand, just as any business-conscious Britannian would. If an item is popular, they'll keep restocking their shelves with it. If they're carrying a hundred extra flasks and not selling any, they'll try to get rid of the excess.

Specialties

Shops can specialize in certain items. For example, a weaponsmith may specialize in blunt weapons — she buys the metal and forges it into hammers, maces, and other items she wishes to sell. This doesn't mean, however, that you can't sell a razor-sharp sword to a blunt weaponsmith. Shopkeepers are always looking for good deals on raw materials. The weaponsmith might buy your sword, then turn around and melt it down into several smaller, blunt weapons.

Some shopkeepers might purchase certain items from players and sell them, even though they don't specialize in that particular good. A leather armourer, for instance, may have a couple of suits of plate armour in stock that he's bought from other adventurers. Although he doesn't typically sell plate, he'll probably hang onto the armour awhile and sell it to another player.

Specialty shopowners will buy all items in their normal buy list (see the Sell and Buy entries for each shopkeeper in the **Buy & Sell Lists**, pp. 217-220.). They'll tend to pay more for things they don't normally carry and also charge more during resale, since they don't keep these items in stock. This can be a good way to make a little extra cash on the side — buying items cheaply from one source, then turning around and selling them to a specialty shop for a profit.

Cost Adjustments

One of the first things you'll notice when you start purchasing goods is that supplies and costs are not static. In the game's free market, prices are determined by a number of fluctuating factors. What you pay for a shield in one town will probably differ from what you'd pay in another town. Effectiveness, material properties, material availability and magical charges all affect an item's cost.

Material makes a large difference in price. Something made out of wood is usually going to cost less then something made out of metal. The basic cost for metal items is 5 gold pieces per resource (unit value for an

ingot of metal), while wooden items cost 1 gold piece per board.

The effectiveness of an item affects price as well. A magical shield is going to cost more than a standard shield because it has more defensive power. Similarly, you'll pay more for a quality durable good than for a less expensive, less durable good.

Here are some general guidelines on pricing:

- Food prices are based on the food value, or how much that item will fill you up in food units.
- House prices are based on size and architectural elements (boards, stones, etc.).
- Ship prices are based on size — i.e., the number of boards used.
- Wooden, metal and cloth items are priced based on size and materials, at a current base rate of 5 gold pieces/unit for metal, and 1 gold/unit for wood and cloth.
- Armour prices start out at base material cost, and are increased according to how effective the armour is.
- Weapon prices start out at base material cost, and are increased according to how much damage the weapon can deliver and how much protection it offers to the wielder. Price is also affected by extra attack speed (if the weapon is lightweight), durability and the quantity of magic charges (which normally decrease each time a magical weapon is used).

How Much Does It Cost?

The easiest way to figure out how much an item costs is to ask the shopkeeper. But say you don't trust the shopkeeper, or you're finalizing a verbal deal with a player on the street. If you don't want to lose out to a deceitful trader, learn the Item Identification skill.

Automatic Drafting

If you're one of Britannia's wealthier citizens and you want to purchase an item that costs upward of 2000 gold pieces, don't lug bag after bag of gold down to the shop. Instead, just visit the shop and tell the shopkeeper you'd like to buy the item — the shopkeeper will then deduct the total from your bank account.

Similarly, if a shopkeeper is paying you more than 5000 gold, you'll receive it in a check (weight 1).

BUY & SELL LISTS

This section lists items merchants in the game normally buy and sell. Note that just because a merchant normally stocks a product, it doesn't mean that he will have it every time.

ALCHEMIST

Buys and Sells

All reagents
Agility potion
Empty vial
Explosion potion
Hair dye
Heal potion
Heating stand
Mortar and pestle
Nightsight potion
Poison potion
Refresh potion
Sleep potion

ANIMAL TRAINER

Sells

Pet black bear
Pet cat
Pet dog
Pet eagle
Pet grizzly bear
Pet horse
Pet packhorse
Pet packllama
Pet panther
Pet rabbit
Pet rat
Pet timber wolf

Buys

Apple
Beef carcass
Bundle of grain
Carrot
Head of lettuce
Other carcass
Raw bird
Raw ribs

ARCHITECT

Sells

House deeds
Interior decorating utility
Large smithy deed
Marble patio deed
Sandstone patio deed
Sm marble workshop deed
Sm stone tower deed
Sm stone workshop deed
Survey tool
Two-story log cabin deed
Two-story villa deed

BAKER

Buys and Sells

Baked pie, Cake
Flour sack
French bread
Honey
Loaf of bread
Muffin
Pan of cookies
Pizza

Sells

Dough

Buys

Fresh eggs
Kindling
Milk pitcher

BANKER

Sells

Commodity deed

BARKEEP

Sells

Ale bottle, Ale pitcher
Backgammon
Bowls of food
Checkerboard
Chessboard
Cider jug
Cider pitcher
Dice cup
Liquor bottle
Liquor pitcher
Milk pitcher
Pizza
Water pitcher
Wine bottle
Wine pitcher

BEEKEEPER

Buys and Sells

Beeswax, Honey

BLACKSMITH

Buys and sells

Iron ingot, Tongs

Buys

Kindling, Lumber

BLACKSMITH, HAVEN (SEE BLACKSMITH)

Also Buys and Sells

Battle axe
Broad sword
Cutlass
Dagger
Hatchet
Katana
Long sword
Scimitar
Skinning knife

BOTTLE SELLER

Buys and sells

Empty vial

BOWYER

Buys and Sells

Arrow shafts
Arrows
Big crossbow
Bolts
Bow, Crossbow
Loose feathers

Sells

Fletchertool

Buys

Lumber

BUTCHER

Buys and Sells

Bacon
Butcher knife
Chicken leg
Ham
Meat cleaver
Mutton leg
Raw bird
Raw ribs
Sausages
Skinning knife

CARPENTER

Buys and Sells

Dovetail, Draw knife
Drum
Froe, Hammer
Inshave
Jointing plane
Lumber
Lute, Lyre
Moulding plane
Saw, Scorp
Smoothing plane
Sticks
Tambourine

Sells

Nails

Buys

Armoires
Benches, Chairs
Chests, Crates
Log
Shelves
Small crates
Stools, Tables
Thrones
Wooden boxes

COBBLER

Buys and Sells

Black boots
Plain shoes
Sandals, Thigh boots

Buys

Cut hides
Llama hides
Pile of hides

COOK, FEMALE

Sells

Baked pie
Bowls of food
Cake
Cheese
Cooked bird
Cooked chicken leg
Cooked mutton
Honey
Loaf of bread
Muffin
Roast pig
Sack of flour

Buys

Farmer's Sell List
Banana
Big fish
Cheese
Fish steak
Honey
Kindling
Loaf of bread
Raw bird
Raw ribs
Sack of flour
Small fish

COOK, MALE (SEE COOK, FEMALE)

Also Sells

Rollingpin
Sifter
Skillet

DRYAD

Buys and Sells

Bandage
Blood moss reagent
Garlic reagent
Ginseng reagent
Mandrake root
Nightshade reagent
Spider silk reagent

Buys

Folded cloth

FARMER

Sells

Apple
Bundle of grain
Cantelope
Carrot, Corn
Fresh eggs
Gourd, Grapes
Head of cabbage
Head of lettuce
Lemon, Lime
Melon
Milk pitcher
Onion
Peach
Pear
Pumpkin
Squash
Turnip
Watermelon

Buys

Bundle of grain
Flour sack
Kindling

FISHERMAN

Sells

Fish steak
Fishing pole

Buys and Sells

Big fish, Small fish

FUR TRADER

Sells

Pile of hides
Skinning knife

Buys

Baked pie
Bowls of food
Cake
Cheese
Cooked bird
Cooked chicken leg
Cooked mutton
Cooked ribs
Cookie plate
French bread
Llama hides
Loaf of bread
Muffin
Pile of hides

GARGOYLE HERBALIST

Sells

Glass make book
Sand blow pipe
Sand mine book

Buys and Sells

All reagents
Agility potion
Empty vial
Explosion potion
Heal potion
Heating stand
Mortar and pestle
Nightsight potion
Poison potion
Refresh potion

GARGOYLE INNKEEPER

Sells

Backpack
Beeswax
Bowls of food
Cooked bird
Cooked chicken leg
Cooked mutton

Buys and Sells

Ale bottle
Ale pitchers
Apple
Baked pie
Banana
Candle
Cider jug
Cider pitchers
Cooked ribs
Dice cup
Grapes
Liquor bottle
Liquor pitchers
Loaf of bread
Peach
Pear
Torch
Water pitchers
Wine bottle
Wine pitchers

Buys

Backgammon
Checkerboard
Cheese
Chessboard
Glass pitchers
Milk pitchers
Mutton leg
Raw bird
Raw ribs

GARGOYLE PROVISIONER (SEE PROVISIONER)

Does not buy deeds

Sells Only This Deed

Ship deed

GARGOYLE STONE CRAFTER

Sells

Mallet and chisel
Nails
Stone make book
Stone mine book

Buys and Sells

Dovetail
Draw knife
Froe
Hammer
Inshave
Jointing plane
Lumber
Moulding plane
Saw
Scorp
Smoothing plane
Sticks

Buys

Armoires
Benches
Chairs
Chests
Crates
Drum
Log
Lute
Lyre
Shelves
Small crates
Stools
Tables
Tambourine
Thrones
Wooden boxes

GARGOYLE TINKER/ GOLEM CRAFTER (SEE TINKER)

GLASS-BLOWER

Buys and Sells

Empty jar
Empty vial
Glass pitcher

GYPSY BLACKSMITH (SEE BLACKSMITH)

Also Buys and Sells

All shields
Bladed weapons
Blunt weapons
Metal goods

GYPSY FORTUNE TELLER

Buys and sells

Bandages

Buys

Folded cloth
Garlic reagent
Ginseng reagent
Heal potion
Refresh potion
Spider silk reagent

GYPSY JEWELER (SEE JEWELER AND TINKER)

Sells Only

Nails

Also Buys

Crystals of communication

GYPSY PROVISIONER (SEE PROVISIONER)

Sells

Provisioner's **Sell** list

Buys and Sells Only

*(ignore Provisioner's **Buy and Sell** list)*

Arrows
Backpacks
Bag
Belt pouches
Bolts
Candle
Copper key
Hats
Kindling
Lantern
Lockpicks
Oil flask
Torch
Wooden boxes

Buys Only (Won't Sell)

Backgammon
Checkerboard
Chessboard
Dice cup
Empty vial
Hair dye
Ship deed

GYPSY STABLE MASTER (SEE ANIMAL TRAINER)

Also Sells

Pet brown bear
Pet raven

HAVEN BANKER (SEE PROVISIONER)

Sells Only

Bedroll
Books
Copper key
Wooden box

HAVEN BARD

Buys and Sells

Drum, Lute, Lyre
Tambourine

HAVEN COOK (SEE COOK, FEMALE)

Also Sells

Water pitcher

HAVEN PROVISIONER (SEE PROVISIONER)

Doesn't Buy or Sell Deeds

HAVEN RANGER (SEE ANIMAL TRAINER)

Sells Only

Bandage
Pet cat
Pet dog
Pet packhorse
Pet packllama

Also Buys

Bandages
Folded cloth

HEALER

Buys and Sells

Bandage
Garlic reagent
Ginseng reagent
Heal potion
Refresh potion

Buys

Folded cloth
Spider silk reagent

HERBALIST

Buys and Sells

Blood moss reagent
Empty vial
Garlic reagent
Ginseng reagent
Mandrake root
Mortar and pestle
Nightshade reagent

INNKEEPER (SEE GARGOYLE INNKEEPER)

Also Buys and Sells

Backgammon
Barkeep deed
Checkerboard
Cheese
Chessboard
Milk pitchers
Mutton leg
Vendor deed

Buys Only

Glass pitchers
Raw bird
Raw ribs

JEWELER

Sells

Crystal of communication receiver

Buys and Sells

Beads
Bracelet
Crystals of communication
Earrings
Gems
Necklaces
Ring

Buys

Copper ingots
Copper wire
Forged metal
Gold ingots
Gold wire
Iron ingots
Iron wire
Silver ingots
Silver wire

LUMBER SELLER

Sells

Lumber

MAPMAKER

Sells

Carto pen, Map stock

Buys and Sells

Blank scroll
Open map

MILLER

Buys and Sells

Bundle of grain
Flour sack

MINER

Sells

Shovel

Buys and Sells

Bag
Candle
Lantern
Oil flask
Pickaxe
Torch

MINTER

Sells

Vendor deed

ORE SELLER

Sells

Metal ore

PROVISIONER

Sells

Ale bottle
Apple
Bedroll
Beeswax
Books
Cider jug
Cooked bird
Cooked chicken leg
Cooked mutton
Garlic reagent
Ginseng reagent
Guildstone deed
Liquor bottle
Loaf of bread
Pear
Survey tool
Wine bottle

Buys and Sells

Arrows
Backgammon
Backpack
Bag
Belt pouch
Bolts
Candle
Checkerboard
Chessboard
Copper key
Dice cup
Empty vial
Hair dye
Hats
Kindling
Lantern
Lockpick
Oil flask
Ship deed
Torch
Wooden box

Buys

Axle and gears
Bad axe
Bakery deed
Books
Butcher knife
Chainmail
Clock parts
Clocks
Club
Dovetail
Draw knife
Female armour
Froe
Gears
Gems
Gold ingot
Hammer
Helms
Hinge
House deeds
Inshave
Iron ingot
Jointing plane
Key ring
Leather armour
Log
Lumber
Magic sword
Meat cleaver
Most weapons
Moulding plane
Pickaxe
Platemail, Ring Mail
Saw
Scissors
Scorp
Sewing kit
Sextant
Sextant parts
Shepherd crook
Shields
Shovel
Silver ingot
Skinning knife
Sledge hammer
Smith hammer
Smithy deed
Smoothing plane
Springs
Sticks
Studded leather armour
Tailor deed
Thief trainer deed
Tongs
Weapons trainer deed

RANCHER

Sells

Pet packhorse

Buys

Apple
Bundle of grain
Carrot

REAGENT VENDOR
Buys and sells

All reagents

REAL ESTATE BROKER
Sells

Pen and ink
Scroll (blank)

Buys

Bowl of stew
Bowl of tomato soup

SCRIBE
Sells

Blank books
Scribe pen
Pen and ink
Scroll (blank)

Buys

Books
Pen and ink
Scroll (blank)

SHEPHERD
Sells

Raw wool
Shepherd's crook

Buys

Baked pie
Bowls of food
Cake
Cheese
Cooked bird
Cooked chicken leg
Cooked mutton
Cooked ribs
Cookie plate
French bread
Hay
Loaf of bread
Muffin

SHIPWRIGHT
Buys and Sells

Ship deed
Spyglass

SHOPKEEPER MAGES
Sells

Scribe pen
Plus INT mage hat
Scroll bird's eye
Scroll clumsy
Scroll create food
Scroll feeblemind
Scroll heal
Scroll magic arrow
Scroll night sight
Scroll weaken

Buys and Sells

All reagents
Agility potion
Explosion potion
Heal potion
Marker talisman
Nightsight potion
Poison potion
Refresh potion
Spellbook
Wands

Buys

Gnarled staff
Scrolls (all spells)
Scroll (blank)

TAILOR
Sells

Plain shirt

Buys and Sells

Apron
Bolt of cloth
Cape
Cloak
Doublet
Dye bowl
Dye tub
Fancy pants
Fancy shirt
Folded cloth
Full dress
Hats
Jester cap
Jester suit
Kilt
Plain dress
Poor pants
Raw cotton
Raw wool
Retted flax
Robe
Scissors
Sewing kit
Skirt
Thread
Tunic

Buys

Poor shirt
Sashes
Surcoat

TANNER
Buys and Sells

Backpack
Bag
Belt pouch
Cut hides
Female armour
Leather armour
Leather cap
Skinning knife
Studded leather armour
Tdkit

Buys

Llama hides
Pile of hides

TAVERNKEEPER
Buys and Sells

Barkeep Sell List
Baked pie
Cheese
Cooked bird
Cooked chicken
Cooked mutton
Glass pitchers
Loaf of bread
Vendor deed

THIEF
Buys and Sells

Backpack
Belt pouch
Copper key
Hair dye
Lantern
Lockpick
Oil flask
Torch
Wooden box

TINKER
Sells

Nails

Buys and Sells

Axle and gears
Butcher knife
Clock, Clock parts
Dovetail
Draw knife
Drum
Froe
Gears
Hammer
Hinge
Inshave
Iron ingot
Jointing plane
Key ring, Keys
Lockpick
Lumber
Lute, Lyre
Moulding plane
Pickaxe
Saw
Scissors
Scorp
Sewing kit
Sextant, Sextant parts
Shovel
Sledge hammer
Smith hammer
Smoothing plane
Springs
Sticks
Tambourine
Tinker tools
Tongs

Buys

Kindling
Log
Magic key
Tinker kits

TOWN BARKEEP (SEE TAVERNKEEPER)
Also Buys and Sells

Vendor deed

VEGGIE SELLER
Buys and Sells

Farmer's Sell List

VETERINARIAN (SEE HAVEN RANGER)

WAITER/ WAITRESS (SEE TAVERNKEEPER)
WON'T Sell

Backgammon
Checkerboard
Chessboard
Dice cup
Vendor deed

WEAPONSMITH
Buys and Sells

Hatchet
War fork

WEAVER
Buys and Sells

Ball of yarn
Bolt of cloth
Dye bowl
Dye tub
Folded cloth
Scissors

Buys

Raw cotton
Raw wool

VENDORS

Vendors are among the best ways to combine fun and profit in *Ultima Online*. You can spend all the time you want crafting works of art or collecting wondrous treasures, then leave it to your vendor to deal with the day-to-day sale of your wares.

Retail Skills. If you have vending (or any other form of retailing) in your future, there are a few skills that come in handy. Arms Lore and Item Identification help determine exactly what you've got and what it's worth. The crafting skills — particularly Alchemy, Blacksmithy, Inscription, Magery and Tailoring — all help you create items yourself. High Strength is useful as well, so you can restock more goods in one trip.

Deed. The first thing you need to create a vendor is a vendor deed (available for about 1500 gold from innkeepers, minters, tavernkeepers and town barkeeps).

Location. Next, you need a location. The technical part of this requirement is that a vendor can only be placed in a player-owned *public* building (max 100 vendors per building). You have to own, co-own or be a friend of the structure. (Many building owners are glad to declare you a friend in return for a periodic fee — call it rent — but agreements like this are unofficial and therefore not overseen by the Powers That Be for *UO*.)

The common-sense part of choosing a location is, well … common-sense. You want a place which is visible to a lot of people, and you want to sell something that is in demand at that location. For example, adventuring goods are in high demand wherever people are likely to be casting, healing and dying in large quantities. (Of course, you're unlikely to be the first one to figure that out, so also bear in mind the competition and whether you want to go to the effort of a price war.)

Placing Your Vendor. Stand where you want the vendor to appear and double-click on the deed. If you don't like the way your vendor is dressed, you can change it through the customization window whenever you double-click on your vendor. There is no cost to change your vendor's outfit — you can even add a variety of equipment — but none of these clothes or equipment can be used or sold (by you or your vendor); they're just for display. You can also change your vendor's name, but not his or her sex.

If you want to turn your vendor to face in a different direction, stand where you want your vendor to face and say "Vendor status;" your vendor will turn to respond.

Stocking Your Vendor. The only limit on what your vendor can carry is the quantity — no more than 125 items and/or stacks (including bags and other containers to group your wares).

To open your vendor's backpack (which holds everything you have for sale), double-click on the vendor, then select the backpack when that choice appears.

Place everything you want to sell in the backpack, but be careful to label and price each item as you do so. (If you leave the backpack before pricing something, it'll be priced at the NPC shopkeeper price. A quick check will confirm that those prices are *way* too low, especially for magical items.)

A good label is as important as a good price

— the easier you make it for someone to make a choice from your vendor, the likelier you are to make a sale, and the likelier you are to get repeat business from that customer. Note that you don't have to include anything in the label that clicking on the item will ordinarily display — for example, it'll say "gnarled staff," so don't waste space in your label repeating those words.

You can even price a bag (or other container) if you want to sell everything in the bag as one item. For example, you might assemble a complete suit of armor, or a collection of useful potions, pop them in a bag and price the bag (along with a clear label, of course).

Items Not For Sale. Four different types of things can be left exempt, or "Not For Sale":

- Books
- Key rings
- Items inside a container that itself is marked for sale
- Containers with only for sale items (or items that are exempt themselves)

Why would you mark any of these "Not For Sale"? A book can describe the other items you have in greater detail than a label — describe what you've got in the book, drop it in the container, and mark it not for sale. A key ring can hold keys that you have for sale (basically serving as a container). If you want to sell everything in a container together (for example, that full suit of armor), you don't want anyone breaking the set by buying just the gauntlets. Conversely, if you want to sell individual items out of a bag, you don't want anyone to take the whole bag. All of these are reasons to mark items on your vendor "Not For Sale."

Vendor Upkeep. Your vendor charges a maintenance fee every 8 real-world hours (that is, every 4 *UO* days). This charge is based on how much the vendor is currently carrying, plus a 20 gold base rate:

(value of everything on the vendor/500) + 20

This charge is *tripled* on any Siege Perilous server. And (for you murdering retailers), it is multiplied by your murder count. Of course, you don't have to make a payment every 8 hours — just make sure you stay in the black with your vendor, or it'll disappear (along with all your stock ...). "Vendor status" will get a reply from your vendor with the current upkeep charge and how many day's upkeep the current cashbox is good for; pay your vendor by moving gold directly to the vendor (*not* the backpack).

Maintaining Your Vendor. When you're deciding whether to run a vendor, remember this — you should do it whole-heartedly, or not at all. If you only restock your vendor occasionally, you'll have far fewer customers (they'll go somewhere more reliable) and you'll end up spending far more than you make, on the vendor's daily upkeep.

Profiting From Your Vendor. Which, after all, is why you're doing this, isn't it? Anytime you want to cash in your vendor's profit, tell your vendor, "Vendor get," and you'll be paid in full. If it's over 5000 gold, you'll get the payment in a check (or multiple checks, if you're owed more than a million ...). If it's under 5000 gold, and you can't carry it all, your vendor will give you everything you can carry. Don't be so greedy that you forget to leave some for your vendor's upkeep.

Variant Commands. If you want a more personal touch, you can use your vendor's name, in place of "vendor."

Creatures & NPCs

Creatures

"Creature" used in the following descriptions applies to both creatures and NPCs where applicable.

Ranges of numbers. If the value listed is a range (for example, 11-41), that stat will vary from creature to creature within that range.

The first line of each entry lists this information

Difficulty. This provides an approximation of how difficult it is to fight this creature. 1 = easy, 10+ = very hard.

Stats. The creature's expected Strength (STR), Dexterity (DEX), Intelligence (INT), Hit Points (HP), Stamina (Stam) and Mana. For many creatures, HP = STR, Stam = DEX and Mana = INT. In those cases, the primary stat is listed as the value for the secondary stat.

AR. The armour rating of the creature's natural defenses, such as skin and scales.

Dam (Damage). The damage that can be inflicted by the creature's innate weapons, such as a claw attack.

Rec (Recovery). How many hit points the creature recovers (heals) every 10 seconds.

Al (Alignment). Whether the creature is Good, Neutral or Evil. (Good creatures are blue ....)

The second line includes this remaining information

Skills. The creature's noteworthy skills. Unfortunately, we had to abbreviate the skill names to save space, but we hope the abbreviations are intuitive: An = Anatomy, Ar = Archery, Ev = Evaluating Intellect, Fc = Fencing, Hl = Healing, Hd = Hiding, LP = Lockpicking, MF = Mace Fighting, Mg = Magery, Md = Meditation, Pr = Parrying, Ps = Poisoning, RS = Resisting Spells, Sw = Swordsmanship, Tc = Tactics, Wr = Wrestling

AT (Animal Taming). This looks like another skill entry, but it isn't. For creatures that can be tamed, it's the skill level a PC must reach to have a 50% chance of taming this creature. If no number is listed, the creature cannot be tamed. (See **Animal Taming**, p. 65, for more details.)

Can be Ridden. These creatures can be used as a mount.

Won't Flee. These creatures will not flee combat, no matter how badly they are injured.

Resources. For animals, what the creature leaves behind when killed (usually meat, leather and/or feathers). You rarely kill a monster for its resources, so those are not listed.

Summoned Creatures

There are summoned variants (**sv**) for many of these creatures. If the summoned creature is somewhat different from the original creature, stats are given for it. Otherwise, no stats are given. *In general*, summoned creatures are less powerful, do not recover hit points, and are Neutral.

MONSTERS

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Lord Blackthorn Monsters											
Betrayer	11	401–500	81–100	151–200	STR	DEX	INT	31–35	9–29	1	E
Pr 90–100 / RS 1–130 / Tc 90–100 / Wr 90–100 / An 90–100 / Ev 90–100 / Mg 50–100											
Juggernaut	8	301–400	51–70	51–100	STR	DEX	INT	31–40	8–23	1	E
Pr 90–100 / RS 140–150 / Tc 90–100 / Wr 90–100 / An 90–100											
Jukans											
Jukan Lord	9	401–500	81–100	151–200	STR	DEX	INT	21–25	8–14	1	E
Pr 90–100 / RS 120–130 / Tc 95–100 / Wr 90–100 / An 90–100 / Ar 95–100 / Hl 80–100 / Sw 90–100											
Jukan Mage	7	201–300	71–90	451–500	STR	DEX	INT	11–15	2–12	1	E
Pr 80–90 / RS 140–150 / Tc 80–90 / Wr 80–90 / An 80–90 / Ev 80–100 / Mg 99–100											
Jukan Warrior	6	251–350	61–80	101–150	STR	DEX	INT	21–25	5–11	1	E
Pr 80–90 / RS 120–130 / Tc 80–90 / Wr 80–90 / An 80–90 / Fc 80–90 / MF 80–90 / Sw 80–90											
Meers											
Meer Captain	–	96–110	186–200	96–110	STR	DEX	INT	25	2–18	–	G
RS 91–100 / Tc 91–100 / Wr 81–90 / Ar 90–100 / Sw 90–100											
Meer Eternal	11+	416–505	146–165	566–655	STR	DEX	INT	25	3–18	3	N
Pr 55–65 / RS 150–200 / Tc 50–70 / Wr 60–80 / Ev 30–60 / Mg 90–100 / Won't Flee											
Meer Mage	10+	170–200	125–145	275–305	STR	DEX	INT	25	18–30	3–4	N
RS 80–100 / Tc 70–90 / Wr 60–80 / Ev 100 / Mg 70–80 / Won't Flee / Md 85–95											
Meer Warrior	–	86–100	186–200	86–100	STR	DEX	INT	20	8–23	–	G
RS 91–100 / Tc 91–100 / Wr 91–100											
Other Monsters											
Barracoon	–	305–425	72–150	505–750	1.1k–2.5k	102–300	INT	35	14–46	4	E
An 60–90 / Md 98–100 / Ar 98–100 / AT 90–130											
Blade Spirit	–	150	150	100	1200	250	0	–	10–18	0	N
RS 700 / Tc 90 / Wr 90											
Centaur	8	202–300	104–260	91–100	STR	DEX	INT	25	8–29	3	N
Pr 90–100 / RS 50–80 / Tc 90–100 / Wr 95–100 / An 95–115 / Ar 95–100											
Corpser	4	156–180	26–45	26–40	STR	DEX	0	9	3–30	3	E
Pr 15–25 / RS 15–20 / Tc 45–60 / Wr 45–60											
Cyclops	9	336–385	96–115	31–55	STR	DEX	0	24	4–26	2–3	E
Pr 70–80 / RS 60–105 / Tc 80–100 / Wr 80–90											
Daemons											
Daemon	11	476–505	76–95	301–325	STR	DEX	INT	25–30	3–18	3	E
Pr 65–75 / RS 85–95 / Tc 60–80 / Wr 70–80 / Mg 70–80 / Won't Flee											
Lesser Daemon (sv)	–	238–252	66–75	151–158	STR	DEX	INT	25	10–25	2	N
Pr 65–75 / RS 70–80 / Tc 70–80 / Wr 60–80 / Mg 70–80											
Lord of the Abyss (Daemon Lord)	15+	1k–1.2k	177–255	151–250	STR	DEX	INT	32–50	18–33	3	E
Pr 90–100 / RS 101–150 / Tc 90–100 / Wr 90–100 / An 25–50 / Ev 70–100 / Mg 98–100 / Md 25–50											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	AI
Dragons											
Dragon	11	796–825	86–105	436–475	STR	DEX	INT	30	9–29	3	E
Pr 55–95 / RS 99–100 / Tc 98–100 / Wr 90–93 / Mg 30–40 / AT 99											
Ancient Wyrm	15	1.1k–1.2k	86–175	686–775	STR	DEX	INT	35	11–53	3	E
Pr 55–95 / RS 101–150 / Tc 98–100 / Wr 98–100 / Ev 51–100 / Mg 80–100 / Md 53–75											
Serpentine Dragon	11	111–140	201–220	1k–1.1k	800	DEX	INT	18	5–12	3	G
Pr 55–95 / RS 100 / Tc 50–60 / Wr 30–100 / Ev 100 / Mg 110–120 / Md 100											
Shadow Wyrm	15	900–1k	68–200	488–620	STR	DEX	INT	35	11–53	3	E
Pr 55–95 / RS 100–130 / Tc 98–100 / Wr 98–100 / Ev 51–100 / Mg 80–100 / Md 53–75											
White Wyrm	12	721–760	101–130	386–425	STR	DEX	INT	32	9–33	2	E
Pr 70–100 / RS 99–100 / Tc 98–100 / Wr 90–100 / Mg 99–100 / AT 101											
Drake	9	401–430	133–152	101–140	STR	DEX	INT	23	4–24	3	E
Pr 65–80 / RS 65–80 / Tc 65–90 / Wr 651–800 / AT 100											
Dragon Lord Rikktor	–	701–900	201–350	51–100	1.8k–2.6k	200–650	INT	65	13–70	1	E
Pr 100 / RS 110–130 / Tc 100 / An 100											
Efreet	10+	326–355	266–285	171–195	STR	DEX	INT	28	8–16	3	E
Pr 65–75 / RS 60–75 / Tc 60–80 / Wr 60–80 / Mg 60–75											
Elementals											
Acid Elemental	10	326–355	66–85	271–295	STR	DEX	INT	25	4–20	3	E
Pr 55–65 / RS 60–75 / Tc 80–90 / Wr 70–90 / An 30–60 / Mg 70–85											
Agapite Elemental	7	226–255	126–145	71–92	STR	DEX	INT	17	16–40	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Air Elemental	9	126–155	166–185	101–125	STR	DEX	INT	20	5–13	3	E
Pr 75–105 / RS 60–75 / Tc 60–80 / Wr 60–80 / Mg 60–75											
Air Elemental (sv)	–	116–135	56–65	91–105	STR	DEX	INT	20	5–13	2	N
Pr 55–65 / RS 60–75 / Tc 60–80 / Wr 60–80 / Mg 60–75											
Blood Elemental	10+	526–615	66–85	226–350	STR	DEX	INT	30	8–36	2	E
Pr 85–95 / RS 80–95 / Tc 80–100 / Wr 80–100 / Ev 50–95 / Mg 85–100 / Md 10–50 / Won't Flee											
Bronze Elemental	10	226–255	126–145	71–92	STR	DEX	INT	17	5–20	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Copper Elemental	10	226–255	126–145	71–92	STR	DEX	INT	17	5–20	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Dull Copper Elem.	7	226–255	126–145	71–92	STR	DEX	INT	17	5–20	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Earth Elemental (sv)	–	116–135	56–65	61–75	STR	DEX	INT	20	3–18	2	N
Pr 40–65 / RS 30–75 / Tc 60–100 / Wr 40–80											
Fire Elemental	9	126–155	166–185	101–125	STR	DEX	INT	20	4–12	4	E
Pr 40–60 / RS 75–105 / Tc 80–100 / Wr 70–100 / Mg 60–75											
Fire Elemental (sv)	–	116–135	56–65	91–105	STR	DEX	INT	20	4–12	2	N
Pr 40–50 / RS 60–75 / Tc 80–100 / Wr 70–100 / Mg 60–75											
Gold Elemental	7	226–255	126–145	71–92	STR	DEX	INT	34	5–20	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Ice Elemental	8	156–185	96–115	171–192	STR	DEX	INT	20	5–26	3	E
Pr 60–85 / RS 30–80 / Tc 70–100 / Wr 60–100 / Mg 11–60											
Poison Elemental	11	426–515	166–185	361–435	STR	DEX	INT	35	5–25	3	E
Pr 75–85 / RS 85–115 / Tc 80–100 / Wr 70–90 / Mg 80–95 / Md 80–120 / Ps 90–100 / Won't Flee											
Shadow Iron Elem.	10	226–255	126–145	71–92	STR	DEX	INT	17	5–20	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Snow Elemental	10	326–355	166–185	71–95	STR	DEX	INT	25	4–24	2	E
Pr 65–75 / RS 50–65 / Tc 80–100 / Wr 80–100											
Valorite Elemental	11	226–255	126–145	71–92	STR	DEX	INT	34	16–40	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Verite Elemental	7	226–255	126–145	71–92	STR	DEX	INT	17	5–20	2	E
Pr 40–65 / RS 50–95 / Tc 60–100 / Wr 60–100											
Water Elemental	9	126–155	66–85	101–125	STR	DEX	INT	20	4–12	3	E
Pr 90–100 / RS 100–115 / Tc 50–70 / Wr 50–70 / Mg 60–75											
Energy Vortex	–	200	200	100	1900	250	0	–	8–26	0	N
Tc 90 / Wr 120											
Ethereal Warriors											
Galdrion	12	586–785	177–255	351–450	STR	DEX	INT	42–60	12–20	4	G
Pr 90–100 / RS 90–100 / Tc 90–100 / Wr 98–100 / An 50–75 / Ev 90–100 / Mg 99–100 / Md 90–100											
Lord Oaks (Eth. Warrior King)	–	403–850	101–150	503–800	1.7k–2.1k	202–400	INT	50	9–45	5	G
Pr 100 / RS 101–150 / Tc 100 / Wr 100 / An 75–100 / Ev 90–100 / Mg 100 / Md 90–100											
Ettin	6	136–165	56–75	31–55	STR	DEX	INT	19	4–20	2	E
Pr 50–60 / RS 40–55 / Tc 50–70 / Wr 50–60											
Exodus											
Minion	11	851–950	71–80	61–90	STR	DEX	INT	30	13–25	3	E
Pr 90–100 / RS 90–100 / Tc 90–100 / Wr 90–100											
Minion Lord	11	1.5k–1.6k	71–80	61–90	STR	DEX	INT	35	14–30	3	E
Pr 99–100 / RS 99–100 / Tc 99–100 / Wr 99–100											
Overseer	10	551–650	76–95	61–90	STR	DEX	INT	25	12–20	3	E
Pr 80–98 / RS 80–98 / Tc 80–98 / Wr 80–98											
Frost Ooze	3	18–30	16–21	16–20	STR	DEX	INT	8	2–10	2	E
Pr 15–21 / RS 5–10 / Tc 19–34 / Wr 25–40											
Gargoyles											
Gargoyle	7	146–175	76–95	81–105	STR	DEX	INT	16	3–18	2	E
Pr 35–45 / RS 70–85 / Tc 50–70 / Wr 40–80 / Mg 70–85											
Fiery Gargoyle	7	351–400	126–145	226–250	STR	DEX	INT	16	3–18	2	E
RS 90–105 / Tc 80–100 / Wr 40–80 / An 75–85 / Mg 90–105											
Gargoyle Destroyer	7	760–850	102–150	152–200	STR	DEX	INT	31–40	3–18	2	E
Pr 90–100 / RS 120–160 / Tc 90–100 / Wr 90–100 / An 51–100 / Mg 91–100 / Sw 90–100 / Fc 90–100 / MF 90–100											
Gargoyle Enforcer	9	260–350	76–95	101–125	STR	DEX	INT	26–33	5–15	2	E
Pr 50–60 / RS 120–130 / Tc 70–80 / Wr 80–90 / An 70–80 / Ev 70–100 / Mg 80–90 / Sw 80–90											
Enslaved Gargoyle	7	302–360	76–95	81–105	STR	DEX	INT	16	3–18	2	E
Pr 35–45 / RS 70–85 / Tc 50–70 / Wr 40–80											
Gazers											
Gazer	7	96–125	86–105	141–165	STR	DEX	INT	18	3–12	2–3	E
Pr 40–55 / RS 60–75 / Tc 50–70 / Wr 50–70 / Mg 50–65											
Elder Gazer	11	296–325	86–105	291–385	STR	DEX	INT	25	3–24	3	E
Pr 55–65 / RS 115–130 / Tc 80–100 / Wr 80–100 / Ev 25–35 / Mg 90–100											
Giant Rat	2	32–74	46–65	16–30	STR	DEX	0	9	3–9	1	E
Pr 45–55 / RS 25–30 / Tc 29–44 / Wr 29–44 / AT 45											
Giant Scorpion	4	73–115	76–95	16–30	STR	DEX	0	14	3–12	1	E
Pr 60–70 / RS 30–35 / Tc 60–75 / Wr 50–65 / Ps 80–100 / AT 60											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	AI
Giant Serpents											
Giant Serpent	5	186–215	56–80	66–85	STR	DEX	0	16	5–19	1	E
Pr 45–60 / RS 25–40 / Tc 65–70 / Wr 60–80 / Ps 70–100											
Ice Serpent	7	216–245	26–50	66–85	STR	DEX	0	16	5–19	1	E
Pr 45–60 / RS 25–40 / Tc 75–80 / Wr 60–80 / An 28–50											
Lava Serpent	8	386–415	56–80	66–85	STR	DEX	0	20	7–25	2	E
Pr 45–60 / RS 25–70 / Tc 65–70 / Wr 60–90											
Giant Spiders											
Giant Spider	4	76–100	76–95	36–60	STR	DEX	0	8	3–15	1	E
Pr 35–45 / RS 25–40 / Tc 35–50 / Wr 50–65 / Ps 60–80 / Hd 50–80 / AT 70											
Giant Black Widow	6	76–100	96–115	36–60	STR	DEX	INT	12	2–20	1	E
Pr 35–45 / RS 45–60 / Tc 65–80 / Wr 70–85 / An 30–75 / Ps 60–80											
Dread Spider	10	196–220	126–145	286–310	STR	DEX	INT	18	3–19	-	E
Pr 35–45 / RS 45–60 / Tc 55–70 / Wr 60–75 / Mg 65–80											
Dread Spider	10	196–220	126–145	286–310	STR	DEX	INT	18	3–19	2	E
Pr 35–45 / RS 45–60 / Tc 55–70 / Wr 60–75 / Mg 65–80											
Frost Spider	5	76–100	126–145	36–60	STR	DEX	0	14	3–19	2	E
Pr 75–95 / RS 25–40 / Tc 35–50 / Wr 50–65 / Hd 43–65 / AT 83											
Lord Mephitis	–	500–1k	102–300	402–600	1.5k–2k	105–600	INT	40	9–45	4	E
Pr 60–90 / RS 71–140 / Tc 98–100 / Wr 98–100											
Giant Toad	4	76–100	6–25	11–20	STR	DEX	0	12	2–20	–	E
Pr 38–73 / RS 25–40 / Tc 40–60 / Wr 40–60 / AT 85											
Golem	–	251–350	76–100	101–150	STR	DEX	INT	12–30	8–29	2	E
Pr 60–100 / RS 150–190 / Tc 60–100 / Wr 60–100											
Golem Controller Zelik	10+	126–150	96–120	151–175	STR	DEX	INT	18	3–15	3	E
Pr 65–88 / RS 103–125 / Tc 65–88 / Wr 65–88 / Ev 51–100 / Mg95–100 / Md 53–75 / Ar 90–110											
Khaldun Adventurers											
Grimmoch Drummel	–	111–120	151–160	41–50	278–365	DEX	0	20	7–22	1	E
RS 60–70 / Tc 90–100 / An 90–100 / Sw 60–70											
Lysander Gathenwale	–	111–120	71–80	121–130	278–365	DEX	227–265	20	3–15	–	E
RS 80–99 / Tc 90–100 / Wr 80–90 / Ev 95–100 / Mg 90–100 / Md 90–100											
Morg Bergen	–	111–120	111–120	51–60	278–365	DEX	0	20	4–22	2	E
RS 80–90 / Tc 90–100 / An 90–100 / Sw 90–100											
Tavara Sewel	–	111–120	111–120	111–120	278–365	126–150	0	14	7–22	3	E
Pr 75–03 / RS 80–90 / Tc 90–100 / An 90–100 / Fc 90–100											
Harpy	5	96–120	86–110	51–75	STR	DEX	INT	14	3–9	1	E
Pr 75–90 / RS 50–65 / Tc 70–100 / Wr 60–90											
Headless	3	26–50	36–55	16–30	STR	DEX	INT	9	3–12	2	E
Pr 35–45 / RS 15–20 / Tc 25–40 / Wr 25–40											
Hell Hound	6	102–150	81–105	36–60	STR	DEX	INT	15	6–22	2	E
Pr 63–75 / RS 58–75 / Tc 50–70 / Wr 60–80 / Won't Flee / AT 92											
Hellcats											
Hellcat	4	60–100	70–150	13–85	STR	DEX	INT	15	3–15	1	E
Pr 23–68 / RS 45–60 / Tc 40–55 / Wr 30–40 / AT 80											
Predator Hellcat	5	161–185	96–115	76–100	STR	DEX	INT	15	2–20	2	E
Pr 55–65 / RS 75–90 / Tc 50–65 / Wr 50–65 / AT 95											
Horde Minion	–	16–40	31–60	11–25	STR	DEX	INT	9	3–12	2	E
Pr 90 / RS 100 / Tc 25–40 / Wr 25–40 / Mg 50											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Ice Fiend	12	376–405	176–195	201–225	STR	DEX	INT	30	3–24	3	E
Pr 75–85 / RS 75–85 / Tc 80–90 / Wr 80–100 / Ev 16–40 / Mg 80–90 / Won't Flee											
Imp	5	76–100	61–80	86–110	STR	DEX	INT	15	3–18	2	E
Pr 50–60 / RS 35–50 / Tc 55–70 / Wr 60–75 / Mg 40–60 / AT 90											
Ki-rin	8	296–325	86–105	186–225	STR	DEX	INT	30	9–29	2	G
Pr 55–65 / RS 85–100 / Tc 20–23 / Wr 81–93 / Ev 80–90 / Mg 60–100 / Md 90–100 / Can be Ridden / AT 100											
Kraken	10+	756–780	226–245	26–40	STR	DEX	0	25	4–48	3	E
Pr 15–25 / RS 15–20 / Tc 45–60 / Wr 45–60											
Lava Lizard	6	126–150	56–75	11–20	STR	DEX	0	20	2–28	1	E
Pr 48–83 / RS 55–70 / Tc 60–80 / Wr 60–80 / AT 88											
Liches											
Liche	10	171–200	126–145	276–305	STR	DEX	INT	25	20–30	3–4	E
RS 80–100 / Tc 70–90 / Ev 100 / Mg 70–80 / Md 85–95 / Won't Flee											
Lich Lord	11	416–505	146–165	566–655	STR	DEX	INT	25	6–18	3	E
Pr 55–65 / RS 151–200 / Tc 50–70 / Wr 60–80 / Ev 30–60 / Mg 90–100 / Md 20–50 / Won't Flee											
Ancient Lich Kaltivel–		216–305	96–115	960–1k	900–1k	DEX	INT	30	12–30	6	E
RS 175–200 / Tc 90–100 / Wr 75–100 / Ev 99–100 / Mg 125–135 / Md 100–101 / Ps 100–101 / Won't Flee											
Lizardman	4	96–120	86–105	36–60	STR	DEX	INT	14	3–9	2	E
Pr 55–75 / RS 35–60 / Tc 55–80 / Wr 50–70											
Mongbats											
Subterranean M.	3	56–80	61–80	26–50	STR	DEX	INT	10	3–9	1	E
Pr 40–50 / RS 15–30 / Tc 35–50 / Wr 20–35 / AT 80											
Easy Mongbat	1	6–10	26–38	6–14	STR	DEX	0	5	1–2	1	E
Pr 25–38 / RS 5–14 / Tc 5–10 / Wr 5–10 / AT 5											
Mummy	8	346–370	71–90	26–40	STR	DEX	INT	25	4–32	2	E
Pr 20–30 / RS 15–40 / Tc 35–50 / Wr 35–50 / Won't Flee											
Nightmare	10+	496–525	86–105	86–125	STR	DEX	INT	30	9–29	2	E
Pr 55–95 / RS 85–100 / Tc 98–100 / Wr 81–93 / Mg 10–50 / Can be Ridden / AT 100											
Ogres											
Ogre	6	166–195	46–65	46–70	STR	DEX	0	16	5–15	2	E
Pr 45–55 / RS 55–70 / Tc 60–70 / Wr 70–80											
Ogre Lord	11	767–945	66–75	46–70	STR	DEX	INT	25	10–35	3	E
Pr 75–85 / RS 125–140 / Tc 90–100 / Wr 90–100											
Arctic Ogre Lord	11	767–945	66–75	46–70	STR	DEX	INT	25	10–35	3	E
Pr 75–85 / RS 125–140 / Tc 90–100 / Wr 90–100											
Ophidians											
Archmage	10	281–305	291–315	226–250	STR	DEX	INT	22	3–12	3–5	E
Pr 65–88 / RS 75–98 / Tc 65–88 / Wr 20–60 / Mg 95–100 / Won't Attack											
Knight	11	417–595	166–175	46–70	STR	DEX	0	20	10–25	3–4	E
Pr 75–85 / RS 65–80 / Tc 90–100 / Wr 90–100 / Ps 60–80											
Mage	8	181–205	191–215	96–120	STR	DEX	INT	15	3–12	3	E
Pr 65–88 / RS 75–98 / Tc 65–88 / Wr 20–60 / Mg 85–100											
Queen	12	416–505	96–115	366–455	STR	DEX	INT	25	6–18	3–5	E
Pr 55–65 / RS 90–100 / Tc 50–70 / Wr 60–80 / Ev 5–25 / Mg 90–100 / Md 5–25 / Won't Flee											
Warrior	9	150–320	94–190	64–160	STR	DEX	0	18	3–13	3	E
Pr 60–85 / RS 70–85 / Tc 75–90 / Mg 70–95 / Sw 60–85											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Orcs											
Orc	4	96–120	81–105	36–60	STR	DEX	INT	14	3–9	1	E
Pr 35–60 / RS 50–75 / Tc 55–80 / Wr 50–70											
Orc Bomber	8	147–215	91–115	61–85	STR	DEX	INT	15	1–8	1	E
Pr 60–85 / RS 70–85 / Tc 75–90 / Wr 60–85 / Sw 60–85											
Orc Brute	11	767–945	66–75	46–70	STR	DEX	INT	25	10–35	3	E
Pr 75–85 / RS 125–140 / Tc 90–100 / Wr 90–100 / MF 90–100											
Orc Captain	5	111–145	101–135	86–110	STR	DEX	INT	17	2–18	1	E
Pr 70–95 / RS 70–85 / Tc 85–100 / Mg 60–85 / Sw 70–95											
Orc Chopper	6	147–245	91–115	61–85	STR	DEX	INT	15	2–16	1	E
Pr 60–85 / RS 60–85 / Tc 75–90 / Wr 60–85 / Mg 70–95 / Sw 60–85											
Orc Lord	6	147–215	91–115	61–85	STR	DEX	INT	15	2–16	1	E
Pr 60–85 / RS 70–85 / Tc 75–90 / Wr 60–85 / Mg 70–95 / Sw 60–85											
Orc Mage	6	116–150	91–115	161–185	STR	DEX	INT	15	2–16	2	E
Pr 60–85 / RS 60–75 / Tc 50–65 / Wr 40–50 / Mg 60–73											
Orc Scout	8	96–120	101–130	36–60	STR	DEX	INT	14	3–9	1	E
Pr 35–60 / RS 50–75 / Tc 55–80 / Ar 60–90 / Fc 50–70 / Hl 60–90											
Frightened Orc	4	96–120	81–105	36–60	STR	DEX	INT	14	3–9	1	E
Pr 35–60 / RS 50–75 / Tc 55–80 / Wr 50–70											
Phoenix	13	504–700	202–300	504–700	STR	DEX	INT	25	20–30	4	N
RS 86–135 / Tc 80–90 / Wr 90–100 / Mg 90–100 / Md 75–100											
Pixies											
Pixie	9	21–30	301–400	201–250	STR	DEX	INT	50	6–15	3	G
Pr 10–20 / RS 101–150 / Tc 10–20 / Wr 10–13 / Ev 90–100 / Mg 90–100 / Md 90–100											
Pixie Sprite	–	253–400	157–850	503–800	503–650	DEX	INT	25	10–55	3	G
Queen Silvanni	Pr 100 / RS 101–150 / Tc 98–100 / Wr 98–100 / Ev 100 / Mg 98–108 / Md 100										
Ratmen											
Ratman	4	96–120	81–100	36–60	STR	DEX	INT	14	3–6	1	E
Pr 50–70 / RS 35–60 / Tc 50–75 / Wr 50–75											
Ratman Archer	7	146–180	101–130	116–140	STR	DEX	INT	28	2–12	2	E
Pr 60–80 / RS 65–90 / Tc 50–75 / Wr 50–75 / An 60–100 / Ar 80–90											
Ratman Shaman	7	146–180	101–130	186–210	STR	DEX	INT	22	3–18	3	E
Pr 60–80 / RS 65–90 / Tc 50–75 / Wr 50–75 / Ev 70–80 / Mg 70–80											
Reaper	7	66–215	66–75	101–250	STR	0	INT	20	5–15	4	E
Pr 50–60 / RS 100–125 / Tc 45–60 / Wr 50–60 / Ev 0–25 / Mg 90–100											
Revenant	–	401–500	296–315	101–200	STR	242–280	INT	30	1–50	10	N
RS 100–150 / Tc 90–100 / Wr 90–100 / Sw 140–150											
Ridgeback	2	58–100	56–75	16–30	STR	DEX	0	9	3–5	1	N
Pr 25–30 / RS 25–40 / Tc 29–44 / Wr 35–45 / Can be Ridden / AT 90											
Rotting Corpse	10	301–350	131–170	150–200	2k–2.5k	DEX	INT	40	2–8	3	E
RS 250 / Tc 100 / Wr 100 / Won't Flee											
Savages											
Savage Rider	–	151–170	92–130	51–65	STR	DEX	INT	5	–	–	E
Pr 71–80 / RS 73–95 / Tc 73–95 / Ps 60–83 / Sw 73–95 / Fc 73–95 / Hl 60–90 / MF 73–95											
Savage Shaman	–	126–145	91–110	161–185	STR	DEX	INT	5	2–12	–	E
Pr 61–70 / RS 78–100 / Tc 63–85 / Wr 63–85 / Ev 78–100 / Mg 73–95 / Fc 63–85 / MF 63–85 / Sw 63–85											
Savage Warrior	–	91–115	86–115	51–65	STR	DEX	INT	–	–	–	E
Pr 54–63 / RS 58–80 / Tc 60–83 / Sn 60–83 / Hl 63–85 (female only) / LP 45–68 (male only) / Ps 60–83 / St 60–83 / Sw 60–83 / Cm 36–68 / Disarm 36–68 / Fc 60–83 / Hide 85–100 / MF 60–83											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Sea Serpent	10	168–225	58–85	53–95	STR	DEX	INT	15	5–15	2	N
Pr 65–75 / RS 60–75 / Tc 60–70 / Wr 60–70											
Seahorse	8	46–198	62–119	43–82	STR	DEX	INT	27	13–33	4	G
RS 85–100 / Tc 20–23 / Wr 81–93 / Can be Ridden											
Shadow Fiend	–	46–55	121–130	46–55	STR	DEX	INT	–	–	–	E
RS 20–30 / Tc 20–30 / Wr 20–30 / DH 90–126 / Hd 80–98 / Sth 80–98											
Skeletons											
Skeleton	3	56–80	56–75	16–40	STR	DEX	INT	8	2–8	1	E
Pr 45–55 / RS 45–60 / Tc 45–60 / Wr 45–55 / Won't Flee											
Skeletal Dragon	15	900–1k	68–200	488–620	STR	DEX	INT	40	11–53	3	E
Pr 55–95 / RS 100–130 / Tc 98–100 / Wr 98–100 / Ev 51–100 / Mg 80–100 / Md 53–75											
Skeletal Knight	6	196–250	76–95	36–60	STR	DEX	INT	20	6–20	2	E
Pr 85–95 / RS 65–80 / Tc 85–100 / Wr 85–95 / Won't Flee											
Skeletal Mage	6	76–100	56–75	186–210	STR	DEX	INT	19	2–8	2	E
Pr 55–65 / RS 55–70 / Tc 45–60 / Wr 45–55 / Mg 60–70 / Won't Flee											
Slime	2	22–34	16–21	16–20	STR	DEX	INT	4	1–5	2	E
Pr 15–21 / RS 15–20 / Tc 19–34 / Wr 19–34 / Ps 30–50 / AT 40											
Snakes											
Ice Snake	4	42–54	36–45	26–30	STR	DEX	0	15	2–14	1	E
Pr 15–25 / RS 15–20 / Tc 39–54 / Wr 39–54											
Lava Snake	4	43–55	16–25	6–10	STR	DEX	0	12	1–8	1	E
Pr 15–25 / RS 15–20 / Tc 19–34 / Wr 19–34											
Silver Serpent	9	161–360	151–300	21–40	STR	DEX	INT	20	2–24	2	E
Pr 55–70 / RS 95–100 / Tc 80–95 / Wr 85–100 / Ps 90–100											
Spectral Armour	–	101–110	101–110	101–110	296–335	191–200	INT	20	4–28	3	E
Pr 90–100 / RS 90–100 / Tc 90–100 / Wr 75–100											
Spectres											
Ghost	8	76–100	76–95	36–60	STR	DEX	INT	14	6–12	3	E
Pr 45–55 / RS 55–70 / Tc 45–60 / Wr 45–55 / Mg 55–70 / Hd 55–65											
Ghoul	5	76–100	76–95	36–60	STR	DEX	0	14	6–10	3	E
Pr 45–55 / RS 45–60 / Tc 45–60 / Wr 45–55											
Steeds											
Dark Steed	11	296–325	86–105	86–125	STR	DEX	INT	30	9–29	3	E
Pr 55–95 / RS 76–100 / Tc 98–100 / Wr 76–88 / Mg 11–35 / Can be Ridden / AT 100											
Silver Steed	11	256–285	86–105	101–140	STR	DEX	INT	30	9–21	3	G
Pr 55–95 / RS 110–120 / Tc 98–100 / Wr 90–93 / Mg 11–35 / Can be Ridden / AT 100											
Stone Gargoyle	9	246–275	76–95	81–105	STR	DEX	INT	25	4–24	2	E
Pr 35–45 / RS 85–100 / Tc 80–100 / Wr 60–100											
Stone Harpy	9	296–320	86–110	51–75	STR	DEX	0	25	3–21	2	E
Pr 75–90 / RS 50–65 / Tc 70–100 / Wr 70–100											
Succubi											
Succubus	15+	488–620	121–170	498–657	STR	DEX	INT	40	9–37	3	E
RS 101–150 / Tc 80–90 / Wr 80–90 / Ev 90–100 / Mg 99–100 / Md 90–100											
Queen Semidar	–	502–600	102–200	601–750	800–1k	103–250	INT	35	11–53	5	E
Pr 55–95 / RS 120–140 / Tc 90–105 / Wr 90–105 / Ev 95–100 / Mg 90–105 / Md 95–100											
Swamp Tentacles	5	96–120	66–85	16–30	STR	DEX	0	15	3–15	3	E
Pr 55–65 / RS 15–20 / Tc 65–80 / Wr 65–80											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	AI
Tentacles of the Harrower	–	900–1k	126–140	1k–1.2k	STR	DEX	INT	30	13–20	3	E
RS 120–140 / Tc 90–100 / Wr 90–100 / Ev 100 / Mg 100–110 / Md 100 / Sw 90–100											
Terathans											
Terathan Avenger	12	467–645	77–95	126–150	STR	DEX	46–70	25	10–30	–	E
Pr 75–85 / RS 65–80 / Tc 90–100 / Wr 90–100 / Mg 70–100 / Ps 60–80											
Terathan Drone	4	36–65	96–145	21–45	STR	DEX	0	12	4–14	–	E
Pr 30–40 / RS 30–45 / Tc 30–50 / Wr 40–50 / Ps 40–60											
Terathan Matriarch	11	316–405	96–115	366–455	STR	DEX	INT	25	5–20	3	E
Pr 55–65 / RS 90–100 / Tc 50–70 / Wr 60–80 / Mg 90–100 / Md 5–30 / Won't Flee											
Terathan Warrior	8	166–215	96–145	41–65	STR	DEX	0	15	4–20	–	E
Pr 70–80 / RS 60–75 / Tc 80–100 / Wr 80–90 / Ps 60–80											
Titan	11	536–585	126–145	281–305	STR	DEX	INT	20	7–22	3–4	E
Pr 80–90 / RS 80–110 / Tc 60–80 / Wr 40–50 / Ev 65–75 / Mg 85–100											
Trolls											
Troll	6	176–205	46–65	46–70	STR	DEX	INT	20	5–17	3	E
Pr 45–60 / RS 45–60 / Tc 50–70 / Wr 50–70											
Frost Troll	8	227–265	66–85	46–70	STR	DEX	INT	25	9–25	2–3	E
Pr 65–80 / RS 65–80 / Tc 80–100 / Wr 80–100											
Undead Brigand	–	91–100	86–95	61–70	151–200	DEX	INT	10	–	–	E
Pr 54–63 / RS 54–63 / Tc 60–83 / Fc 46–78 / MF35–58 / Ps 60–83 / Sw 55–78											
Unicorn	8	296–325	96–115	186–225	STR	DEX	INT	30	9–29	2	G
Pr 65–75 / RS 75–90 / Tc 20–23 / Wr 81–93 / Ev 80–90 / Mg 60–80 / Md50–60 / Can be Ridden / AT 100											
Wisps											
Wisp	8	196–225	196–225	196–225	STR	DEX	INT	20	15–20	4	N
Pr 80 / RS 80 / Tc 80 / Wr 80 / Mg 80											
Wisp	9	196–225	196–225	196–225	STR	DEX	INT	22	15–20	3	E
Pr 80 / RS 80–90 / Tc 80 / Wr 80 / Mg 80–90 / Md 20											
Shadow Wisp	3	16–40	16–45	11–25	STR	DEX	INT	9	3–12	2	N
Pr 90 / RS 100 / Tc 25–40 / Wr 25–40 / Mg 50											
Wolves											
Evil Wolf	5	96–120	81–105	36–60	STR	DEX	INT	11	6–22	2	E
Pr 63–75 / RS 58–75 / Tc 50–70 / Wr 60–80 / AT 84											
White Wolf	5	96–120	81–105	36–60	STR	DEX	INT	11	6–22	3	G
Pr 63–75 / RS 50–75 / Tc 50–70 / Wr 60–80 / AT 84											
Wyvern	8	202–240	153–172	51–90	STR	DEX	INT	20	3–24	3	E
Pr 65–80 / RS 65–80 / Tc 65–80 / Wr 65–80 / Ps 60–80											
Zealots of Khaldun											
Knight	–	351–400	151–165	76–100	728–800	DEX	INT	20	6–34	2	E
Pr 90–100 / RS 90–100 / Tc 90–100 / Wr 70–80 / An 120–130 / Sw 120–130											
Mage	–	351–400	101–150	502–700	701–800	DEX	INT	18	2–18	–10,000	E
RS 90–100 / Tc 90–100 / Wr 90–100 / Ev 100 / Mg 90–100 / Md 120–130											
Zombie	4	46–70	31–50	26–40	STR	DEX	INT	9	2–8	2	E
Pr 20–30 / RS 15–40 / Tc 35–50 / Wr 35–50 / Won't Flee											

ANIMALS

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Alligator	3	76–100	6–25	11–20	76–100	46–65	0	15	2–18	1	N
Pr 38–73 / RS 25–40 / Tc 40–60 / Wr 40–60 / 12 Leather / 6 Meat / AT 60											
Bears											
Black Bear	3	76–100	56–75	11–14	STR	DEX	0	8	2–12	1	N
Pr 25–45 / RS 20–40 / Tc 40–60 / Wr 40–60 / 12 Leather / 9 Meat / AT 50											
Brown Bear	3	76–100	26–45	23–47	STR	DEX	0	12	5–13	1	N
Pr 38–55 / RS 25–35 / Tc 40–60 / Wr 40–60 / 12 Leather / 9 Meat / AT 55											
Grizzly Bear	4	126–155	81–105	16–40	STR	DEX	0	12	6–15	1	N
Pr 70–85 / RS 25–40 / Tc 70–100 / Wr 45–70 / 10 Meat / 16 Leather / AT 70											
Polar Bear	4	116–140	81–105	26–50	STR	DEX	0	9	5–14	1	N
Pr 10–25 / RS 45–60 / Tc 60–90 / Wr 45–70 / 11 Meat / 16 Leather / AT 50											
Birds											
Chicken	1	5	15	5	STR	DEX	0	1	1	1	N
Pr 15 / RS 40 / Tc 50 / Wr 50 / 2 Meat / 25 Feathers / AT 20											
Crow	1	6	25	6–10	STR	DEX	0	1	1	1	N
Pr 50 / Tc 40 / Wr 40 / 2 meat / 25 feathers / AT 15											
Eagle	2	31–47	36–60	8–20	STR	DEX	0	11	4–10	1	N
Pr 25–40 / RS 15–30 / Tc 18–37 / Wr 20–30 / 2 Meat / 36 Feathers / AT 35											
Forest Bird	1	1–4	25	1–4	STR	DEX	0	0	0	1	N
Hd 50 / Pr 50 / RS 50 / Tc 50 / Wr 50 / 2 Meat / 25 Feathers / AT 10											
Magpie	1	9	25	5	STR	DEX	0	1	1	1	N
Hd 50 / Pr 50 / Tc 60 / Wr 40 / 2 meat / 25 feathers / AT 15											
Raven	1	9	25	5	STR	DEX	0	3	1	1	N
Hd 5–15 / Pr 51 / RS 50 / AT 19											
Tropical Bird	1	1–4	26–35	1–4	STR	DEX	0	1	1	1	N
Pr 40 / RS 40 / Tc 40 / Wr 40 / 2 Meat / 25 Feathers / AT 10											
Bull Frog	2	46–70	6–25	11–20	STR	DEX	0	3	1–2	1	N
Pr 38–73 / RS 25–40 / Tc 40–60 / Wr 40–60 / 2 Meat / 4 Leather / AT 40											
Cat	1	9	35	5	STR	DEX	0	4	1	1	N
Hd 15–35 / Pr 25 / RS 50 / Tc 40 / Wr 50 / 2 Meat / AT 20											
Cougar	3	56–80	66–85	26–50	STR	DEX	0	8	2–12	1	N
Hd 5–15 / Pr 55–65 / RS 15–30 / Tc 45–60 / Wr 45–60 / 10 Leather / 6 Meat / AT 55											
Cattle											
Cow	2	30	15	5	STR	DEX	0	5	1–4	1	N
Pr 55 / RS 55 / Tc 55 / Wr 55 / 12 Leather / 40 Meat / AT 30											
Bull	4	77–111	56–75	47–75	STR	DEX	0	14	4–9	1	N
Pr 43–55 / RS 18–25 / Tc 68–85 / Wr 40–58 / 15 Leather / 50 Meat / AT 80											
Deer											
Big Stag	2	41–71	47–77	27–57	STR	DEX	0	12	4–10	1	N
Pr 25–43 / RS 27–45 / Tc 30–48 / Wr 30–48 / 15 Leather / 30 Meat / AT 70											
Doe	2	21–51	47–77	17–47	STR	DEX	0	4	4–4	1	N
Hd 10–30 / Pr 22 / RS 15 / Tc 19 / Wr 26 / 25 Meat / AT 40											
Doe (sv)	–	19	35	15	STR	DEX	0	5	4–6	1	N
Pr 45 / RS 50 / Tc 90 / Wr 60 /											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	AI
Dog	2	27–37	28–43	29–37	STR	DEX	0	6	4–7	1	N
Pr 28–53 / RS 22–47 / Tc 19–31 / Wr 19–31 / 3 Meat / AT 3											
Dolphin	2	21–49	66–85	96–110	STR	DEX	INT	8	3–6	1	N
Pr 65–75 / RS 15–20 / Tc 19–29 / Wr 19–29 / 4 Meat /											
Goat	1	19	15	5	STR	DEX	0	5	3–4	1	N
Pr 50 / RS 50 / Tc 50 / Wr 50 / 14 Meat / 0 Leather / AT 30											
Gorilla	3	53–95	36–55	36–60	STR	DEX	0	10	2–12	1	N
Pr 43–53 / RS 45–60 / Tc 43–58 / Wr 43–58 / 0 Leather / 6 Meat / AT 5											
Horses											
Horse	2	22–98	56–75	6–10	STR	DEX	0	9	3–4	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat / AT 45											
Horse (sv)	–	244–320	56–75	6–10	STR	DEX	0	9	4–12	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 /											
Pack Horse	2	44–120	36–55	6–10	STR	81–100	0	9	4–12	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 15 Meat / 10 Leather / AT 30											
Ethereal Horse	2	22–98	76–95	6–10	STR	DEX	0	9	3–4	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat /											
Minax War Horse	2	400	125	51–55	STR	DEX	0	25	5–8	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat / AT 45											
Council War Horse	2	400	125	51–55	STR	DEX	0	25	5–8	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat / AT 45											
Britannian WH	2	400	125	51–55	STR	DEX	0	25	5–8	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat / AT 45											
Shadowlord WWHe	2	300	125	51–55	STR	DEX	0	25	5–8	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat / AT 45											
Snow Leopard	3	56–80	66–85	26–50	STR	DEX	0	12	2–10	1	N
Hd 5–25 / Pr 55–65 / RS 25–35 / Tc 45–60 / Wr 40–50 / 6 Meat / 8 Leather / AT 65											
Llamas											
Llama	2	21–49	36–55	16–30	STR	DEX	0	8	2–6	1	N
Pr 35–45 / RS 15–20 / Tc 19–29 / Wr 19–29 / 12 Leather / 7 Meat / AT 50											
Llama (sv)	–	152–180	236–255	16–30	STR	DEX	0	8	2–6	–	N
Pr 35–45 / RS 15–20 / Tc 19–29 / Wr 19–29											
Pack Llama	2	52–80	36–55	16–30	STR	86–105	0	8	2–6	1	N
Pr 35–45 / RS 15–20 / Tc 19–29 / Wr 19–29 / 7 Meat / AT 30											
Ridable Llama	2	21–49	56–75	16–30	STR	DEX	0	8	2–6	1	N
Pr 35–45 / RS 15–20 / Tc 19–29 / Wr 19–29 / 12 Leather / 7 Meat / Can be Ridden / AT 45											
Ethereal Llama	2	22–98	76–95	6–10	STR	DEX	0	9	3–4	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat /											
Mountain Goat	2	22–64	56–75	16–30	STR	DEX	0	8	3–7	1	N
Pr 45–55 / RS 25–30 / Tc 29–44 / Wr 29–44 / 12 Leather / 16 Meat / AT 20											
Ostards											
Desert Ostard	3	94–170	56–75	6–10	STR	DEX	0	10	4–12	1	N
Pr 35–45 / RS 25–30 / Tc 25–40 / Wr 29–44 / 15 Meat / Can be Ridden / AT 45											
Ethereal Ostard	2	22–98	76–95	6–10	STR	DEX	0	9	3–4	1	N
Pr 35–45 / RS 25–30 / Tc 29–44 / Wr 29–44 / 10 Leather / 15 Meat / Can be Ridden /											
Forest Ostard	3	94–170	56–75	6–10	STR	DEX	0	9	7–15	1	N
Hd 15–30 / Pr 25–35 / RS 27–32 / Tc 29–44 / Wr 29–44 / 15 Meat / Can be Ridden / AT 45											

	Dif	STR	DEX	INT	HP	Stam	Mana	AR	Dam	Rec	Al
Frenzied Ostard	6	94–170	96–115	6–10	STR	DEX	0	15	8–20	1	N
Pr 75–85 / RS 75–80 / Tc 79–94 / Wr 79–94 / 15 Meat / Won't flee / Can be Ridden / AT 85											
Panther	3	61–85	86–105	26–50	STR	DEX	0	8	2–14	1	N
Hd 15–25 / Pr 55–65 / RS 15–30 / Tc 50–65 / Wr 50–65 / 10 Leather / 6 Meat / AT 65											
Pigs											
Pig	1	20	20	5	STR	DEX	0	6	2–4	1	N
Pr 50 / RS 50 / Tc 50 / Wr 50 / 6 Meat / AT 30											
Big Pig (Boar)	2	25	15	5	STR	DEX	0	5	3–6	1	N
Pr 95 / RS 90 / Tc 90 / Wr 90 / 12 Meat / AT 45											
Rabbits											
Rabbit	1	6–10	26–38	6–14	STR	DEX	0	3	1	1	N
Hd 25–45 / Pr 50 / RS 50 / Tc 50 / Wr 50 / 1 Leather / 2 Meat / AT 5											
Rabbit (sv)	–	5	25	5	STR	DEX	0	3	1–2	1	N
Pr 50 / RS 50 / Tc 50 / Wr 50 /											
Jack Rabbit	1	15	25	5	STR	DEX	0	2	1–2	1	N
Hd 45–60 / Pr 50 / RS 50 / Tc 50 / Wr 50 / 1 Leather / 2 Meat / AT 5											
Rats											
Sewer Rat	2	9	25	6–10	STR	DEX	0	3	1–2	1	N
Pr 50 / RS 50 / Tc 50 / Wr 50 / 3 Meat / AT 20											
Town Rat	1	9	35	5	STR	DEX	0	3	1–2	1	N
Pr 40 / RS 40 / Tc 40 / Wr 40 / 2 Meat / AT 20											
Sheep	2	19	25	5	STR	DEX	0	3	1–2	1	N
Pr 50 / RS 50 / Tc 60 / Wr 50 / 15 Meat / 30 Cloth / AT 30											
Snake (Small)	2	22–34	16–25	6–10	STR	DEX	0	8	1–4	1	N
Pr 15–25 / Ps 50-70 / RS 15–20 / Tc 19–34 / Wr 19–34 / 1 Meat / AT 70											
Walrus	1	21–29	46–55	16–20	STR	DEX	0	9	3–6	1	N
Pr 45–55 / RS 15–20 / Tc 19–29 / Wr 19–29 / 12 Leather / 23 Meat / AT 50											
Wolves											
Dire Wolf	5	96–120	81–105	36–60	STR	DEX	INT	11	6–22	1	N
Hd 5–15 / Pr 63–75 / RS 58–75 / Tc 50–70 / Wr 60–80 / 6 Meat / 7 Leather / AT 90											
Grey Wolf	3	56–80	56–75	31–55	STR	DEX	0	9	2–8	1	N
Hd 45–60 / Pr 45–55 / RS 20–35 / Tc 45–60 / Wr 45–60 / 3 Meat / 6 Leather / AT 65											
Timber Wolf	3	56–80	56–75	11–25	STR	DEX	0	9	4–10	1	N
Hd 5–10 / Pr 43–55 / RS 28–45 / Tc 30–50 / Wr 40–60 / 3 Meat / 5 Leather / AT 40											
White Wolf	3	56–80	56–75	31–55	STR	DEX	0	8	2–8	1	N
Hd 5–20 / Pr 45–55 / RS 20–35 / Tc 45–60 / Wr 45–60 / 3 Meat / 6 Leather / AT 75											

NPC COMBATANTS

Every NPC lives a full life with all the attributes and skills he or she could wish to attain. However, only a few stats of these stats have any direct use to a player. You want to know the stats of anyone you might hire or fight, and you want to know which NPCs can train you in each skill.

The stats starting on this page and running through page 238 cover all of your most common NPC allies and foes.

Bard

For Hire Daily Wage	20
STR	16-30
DEX	26-40
INT	26-40
Tactics	35-58
Resist Spell	25-48
Sword	36-68
Musician	64-100
Provoke	60-83
Entice	75-98
Peace	65-88
Archery	36-68

Begger

For Hire Daily Wage	10
STR	26-40
DEX	21-35
INT	36-50
Tactics	5-28
Resist Spell	5-28
Wrestling	5-28
Begging	64-100
Snooping	65-88
Stealing	60-83

Berserker

STR, DEX, INT	200
Hit Points	300
Tactics	120
Resist Spell	120
Parrying	120
Sword	120
Mace	120
Fencing	120
Archery	120
Wrestling	120
Det Hidden	120
Magery	120
Eval Int	120
Meditation	120

Brigand (Mercenary)

Alignment	Evil
Karma	-1000
STR	66-80
DEX	81-95
INT	61-75
Tactics	35-58
Resist Spell	25-48
Sword	35-58
Mace	25-48
Fencing	46-78
Wrestling	15-38
Lockpick	35-58
Hiding	65-88
Snooping	45-68
Stealing	26-58
Rem. Trap	35-58
Camping	35-58

Brigand Leader

For Hire Daily Wage	60
Alignment	Evil
STR	66-80
DEX	81-95
INT	61-75
Tactics	60-83
Resist Spell	54-63
Parrying	54-63
Sword	55-78
Mace	35-58
Fencing	46-78
Poisoning	60-83
Lockpick	45-68
Hiding	85-100
Snooping	60-83
Stealing	60-83
Rem. Trap	36-68
Camping	36-68

Council of Mages Wizard Guard

STR	160
DEX	200
INT	400
Hit Points	300
Tactics	110
Magery	140
Resist Spell	140
Eval INT	140
Parrying	110
Sword	110
Mace	110
Fencing	110
Archery	110
Wrestling	110
Det Hidden	110
Forensic Eval	110
Meditation	140

Death Knight Guard (Shadow Lord Faction)

STR	150
DEX	200
INT	300
Hit Points	300
Tactics	120
Resist Spell	120
Parrying	120
Sword	120
Mace	120
Fencing	120
Archery	120
Wrestling	120
Det Hidden	120
Forensic Eval	120
Magery	120
Eval Int	120
Meditation	120

Dragoon

STR	170
DEX	200
INT	300
Hit Points	350
Tactics	130
Resist Spell	130
Parrying	130
Sword	130
Mace	130
Fencing	130
Archery	130
Wrestling	130
Det Hidden	130
Forensic Eval	130
Magery	130
Eval Int	130
Meditation	130

Dryad

STR	100
DEX	150
INT	100
Hit Points	270-360
HP Rec.	40 / 10 sec.
Tactics	59-60
Mace	59-60
Archery	98-100
Poisoning	98-100
Tailoring	98-100
Musician	90-100
Peace	90-100
Provoke	90-100
Cooking	90-100
Can Fly	
Gnarled Staff	
Poisoned Arrows (Poison 4)	

Executioner

Alignment	Evil
Fame	5000
Karma	-5000
STR	386-400
DEX	151-165
INT	161-175
AR	20
Tactics	125
Resist Spell	84-93
Sword	125
Lumberjack	125
Anatomy	125
Fencing	46-78
Poisoning	60-83
Lockpick	45-68
Hiding	85-100
Snooping	60-83
Stealing	60-83
Rem. Trap	36-68
Camping	36-68

Fighter

For Hire Daily Wage	60
STR	11-88
DEX	11-88
INT	7-49
Tactics	36-68
Resist Spell	26-58
Parrying	60-83
Sword	64-100
Mace	36-68
Fencing	36-68
Wrestling	25-48
Arms Lore	60-83

Gambler

For Hire Daily Wage	40
STR	31-45
DEX	51-65
INT	56-70
Tactics	25-48
Resist Spell	5-28
Fencing	36-68
Item ID	75-98
Snooping	36-68
Stealing	60-83
Eval INT	45-68

Healer (evil, non-shopkeeper) (Priest of Mondain)

STR	304-400
DEX	102-150
INT	204-300
Tactics	82-100
Resist Spell	82-100
Parrying	65-88
Sword, Mace	15-38
Fencing	15-38
Wrestling	15-38
Healing	55-78
Anatomy	55-78
Spirit Speak	55-78
Forensic Eval	35-58
Camping	35-58
Fishing	35-58
Magery	82-100
Eval Int	82-100
Natural Wpn	3-30
AR	4-20

Healer (non-shop) (Wand. Healer)

STR	304-400
DEX	102-150
INT	204-300
Resist Spell	82-100
Healing	75-98
Anatomy	75-98
Spirit Speak	75-98
Forensic Eval	75-98
Camping	36-68
Magery	82-100
Eval Int	82-100
Tactics	82-100
Natural Wpn	3-30
AR	4-20

Henchman (Basic Faction Guard)

STR	100
DEX	200
INT	200
Hit Points	200
Tactics	100
Resist Spell	100
Parrying	100
Sword	100
Mace	100
Fencing	100
Archery	100
Wrestling	100
Det Hidden	100
Forensic Eval	100
Eval Int	100
Magery	100
Meditation	100

Knight

STR	160
DEX	200
INT	200
Hit Points	300
Tactics	130
Resist Spell	130
Parrying	130
Sword	130
Mace	130
Fencing	130
Archery	130
Wrestling	130
Det Hidden	130
Magery	100
Eval Int	100
Meditation	100

Mage (non-shop)

For Hire Daily Wage	60
Max Circle	7-8
Resist Spell	75-98
Wrestling	60-83
Magery	85-100
Eval INT	64-100
Meditation	65-88

Evil Mage

Difficulty	5
Alignment	Evil
STR	81-105
DEX	91-115
INT	96-120
HP Rec.	3 / 10 sec.
Tactics	65-88
Resist Spell	75-98
Parrying	65-88
Magery	75-100
Eval Int	5-25
Wrestling	20-60
Natural Wpn	3-12
Natural AR	8

Evil Mage Boss

Difficulty	10+
Alignment	Evil
STR	81-105
DEX	191-215
INT	126-150
HP Rec.	3 / 10 sec.
Tactics	65-88
Resist Spell	78-100
Parrying	65-88
Magery	95-100
Eval Int	31-100
Meditation	28-50
Wrestling	20-80
Natural Wpn	3-12
Natural AR	18

Magincia Servant

For Hire Daily Wage	20
STR	16-30
DEX	21-35
INT	26-40
Tactics	15-38
Resist Spell	15-38
Mace	15-38
Wrestling	15-38
Magery	25-48
Eval INT	15-38

Mercenary (Fighter)

For Hire Daily Wage	80
STR	25-88
DEX	25-88
INT	37-49
Tactics	65-88
Resist Spell	45-68
Parrying	60-83
Sword	65-88
Mace	60-83
Fencing	75-98
Wrestling	45-68
Archery	36-68
Arms Lore	36-68

Paladin

For Hire Daily Wage	80
STR	64-92
DEX	46-88
INT	37-49
Tactics	75-98
Resist Spell	75-98
Parrying	90-100
Sword	65-88
Mace	65-88
Fencing	65-88
Arms Lore	55-78

Paladin (Dragoon)

STR	200
DEX	200
INT	300
Hit Points	350
Tactics	140
Resist Spell	140
Parrying	140
Sword	140
Mace	140
Fencing	140
Archery	140
Wrestling	140
Det Hidden	140
Forensic Eval	140
Magery	110
Eval Int	110
Meditation	110

Paladin (Champion of Honor)

Alignment	Good
STR	104-200
INT	53-125
DEX	200
HP Rec.	2 / 10 sec.
Arms Lore	100
Tactics	100
Resist Spell	100
Parrying	100
Wrestling	100
Magery	100
Meditation	100
Eval Int	100
Archery	100
Sword	100
Mace	100
Fencing	100
Lumberjack	100
Natural Wpn	20-30
AR	25

Peasant

For Hire Daily Wage	10
STR	26-40
DEX	21-35
INT	16-30
Tactics	5-28
Sword	5-28
Wrestling	5-28

Pirate

For Hire Daily Wage	70
Alignment	Evil
STR	86-100
DEX	86-100
INT	71-85
Tactics	65-88
Resist Spell	49-58
Parrying	25-48
Sword	64-100
Wrestling	26-58

Ranger

For Hire Daily Wage	70
STR	71-85
DEX	76-90
INT	61-75
Tactics	65-88
Resist Spell	65-88
Sword	35-58
Fencing	15-38
Wrestling	15-38
Archery	65-88
Hiding	45-68
Camping	55-78
Animal Lore	60-83
Tracking	65-88

Sailor

For Hire Daily Wage	50
STR, DEX	66-80
INT	41-55
Tactics	65-88
Resist Spell	36-68
Parrying	15-38
Sword	75-98
Wrestling	36-68
Cartography	60-83

Warrior (Fighter)

For Hire Daily Wage	70
STR, DEX	18-88
INT	13-49
Tactics	75-98
Resist Spell	36-68
Parrying	75-98
Sword	85-100
Mace, Fencing	36-68
Wrestling	25-48
Arms Lore	60-83

Shadow Mage Guard (Shadow Lord Faction)

STR	150
DEX	200
INT	500
Hit Points	300
Tactics	110
Magery	140
Resist Spell	110
Eval Int	140
Parrying	110
Sword	110
Mace	110
Fencing	110
Archery	110
Wrestling	110
Det Hidden	110
Forensic Eval	110
Meditation	140

Sorceress

STR	120
DEX	200
INT	400
Hit Points	250
Eval Int	130
Tactics	100
Magery	130
Resist Spell	130
Parrying	100
Sword	100
Mace	100
Fencing	100
Archery	100
Wrestling	100
Det Hidden	100
Forensic Eval	100
Meditation	120

Thief

For Hire Daily Wage	60
STR	61-75
DEX	86-100
INT	71-85
Tactics	26-58
Resist Spell	25-48
Fencing	60-83
Poisoning	35-58 (Haven: 65-88)
Lockpick	65-88
Hiding	60-83
Det Hidden	65-88
Snooping	64-100
Stealing	64-100
Stealth	65-88
Rem. Trap	60-83

NPC TRAINERS

Any NPC with at least 60 in a skill can train other characters. However, a trainer can only train someone to a third of his or her own skill level — so (for example) a 60 Alchemy fur trader can't train you past 20 Alchemy.

For each skill, there is at least one type of NPC in Sosaria who can train you to at least 22 skill. This section lists all NPCs who can train you in each skill, sorted by skill. For a few NPCs, the skill level is roughly fixed. For example, an executioner will always have about 125 Anatomy, so he'll be able to train you to about 40 Anatomy (125/3 = 42). On the other hand, an NPC hairstylist's Alchemy can be anywhere between 80 and 100. If you meet a hairstylist at the low end of that scale, he can only train you to about 27 Alchemy (80/3). If you meet someone at the high end of the scale, she can train you to about 33 Alchemy (100/3).

The occupants of Haven tend to have fewer skills, and at lower levels, than their associates elsewhere. It is noted when this is not the case.

Alchemy

85-10	Alchemist
60-83	Fur Trader
85-100	Gargoyle Alchemist
85-100	Gargoyle Herbalist
80-100	Hairstylist
55-78	Ocllo Cashual

Anatomy

36-68	Artist
45-68	Butcher
125	Executioner
75-98	Fortune Teller
75-98	Gargoyle Healer
75-98	Healer
55-78	Healer (Evil)
85-100	Healer GM
67	Pilgrim
45-68	Sculptor
75-98	Wand. Healer
65-88	Wand. Healer

Animal Lore

60-83	All War Horse Vendors (Horse Breeders)
64-100	Animal Herder
64-100	Animal Trainer
55-78	Beekeeper

85-100	Fur Trader
64-100	Gypsy Stable Master
90-100	Haven Farmer
55-78	Rancher
60-83	Ranger
64-100	Ranger GM
85-100	Veterinarian

Animal Taming

65-88	All War Horse Vendors (Horse Breeders)
90-100	Animal Herder
90-100	Animal Trainer
90-100	Gypsy Stable Master
90-100	Haven Farmer
60-83	Rancher

Archery

36-68	Bard
45-68	Bardic GM
120	Berserker
60-83	Bowyer
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
98-100	Dryad
100	Henchman
130	Knight
36-68	Mercenary (Fighter)
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
65-88	Ranger
90-100	Ranger GM
110	Shadow Mage Guard
100	Sorceress
90-100	Town Crier

Arms Lore

64-100	Armourer
36-68	Blacksmith
65-88	Blacksmith GM
60-83	Fighter
64-100	Gargoyle Armourer
36-68	Gargoyle Blacksmith
64-100	Gargoyle Weaponsmith
84-120	Haven Weaponsmith
36-68	Iron Worker
36-68	Mercenary (Fighter)
55-78	Merchant
85-100	Merchant GM
55-78	Paladin
100	Paladin (Champion of Honor)
60-83	Warrior (Fighter)
75-98	Warrior GM
36-68	Weapons Trainer
76-108	Weapons Trainer (Haven)
64-100	Weaponsmith

Begging

64-100	Beggar

Blacksmithy

60-83	Armourer
65-88	Blacksmith
90-100	Blacksmith GM
60-83	Gargoyle Armourer
65-88	Gargoyle Blacksmith
65-88	Gargoyle Weaponsmith
85-108	Haven Weaponsmith
65-88	Iron Worker
65-88	Weaponsmith

Bowcraft/Fletching

90-100	Bowyer

Camping

36-68	Brigand Leader
36-68	Executioner
55-78	Fur Trader
45-68	Gargoyle Provisioner
45-68	Gypsy Maiden
45-68	Provisioner
45-68	Provisioner
55-78	Ranger
75-98	Ranger GM
64-100	Shepherd/ Shepherdess
36-68	Wandering Healer

Carpentry

85-100	Carpenter
85-100	Gargoyle Stone Crafter
85-100	Lumberman
85-100	Ore Man
60-83	Shipwright

Cartography

36-68	Cartography
90-100	Mapmaker
60-83	Sailor

Cooking

75-98	Baker
90-100	Cook
90-100	Dryad
36-68	Farmer
45-68	Fur Trader
45-68	Gargoyle Alchemist
45-68	Gargoyle Herbalist
70	Pilgrim
36-68	Veggie Seller

Detecting Hidden

120	Berserker
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
100	Henchman
130	Knight
140	Paladin (Dragoon)
110	Shadow Mage Guard
100	Sorceress
65-88	Thief
75-98	Thief GM
90-100	Town Crier

Enticement

75-98	Bard
85-100	Bardic GM
36-68	Waiter/ Waitress

Evaluating Intellect

65-88	Aegis the Archmage
120	Berserker
65-88	Bottle Seller
65-88	City Mage (non-shop)
140	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
31-100	Evil Mage Boss
65-88	Female Mage
45-68	Gambler
65-88	Gargoyle Mage
82-100	Healer (Evil)
100	Henchman
75-98	Judge
100	Knight
65-88	Mage (Apprentice)
64-100	Mage (non-shop)
65-88	Mage (non-shop, near Wind)
65-88	Mage (Shopkeeper)
85-100	Mage GM
85-100	Magincia Council Member
65-88	Male Mage
36-68	Mayor
90-100	Monk
100	Paladin (Champion of Honor)
110	Paladin (Dragoon)
65-88	Reagent Vendor
60-83	Scribe
140	Shadow Mage Guard
130	Sorceress
82-100	Wandering Healer
65-88	Haven Alchemist

Fencing

120	Berserker
60-83	Blacksmith
46-78	Brigand (Mercenary)
46-78	Brigand Leader
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
46-78	Executioner
36-68	Fighter
36-68	Gambler
60-83	Gargoyle Blacksmith
45-68	Gargoyle Weaponsmith
75-98	Haven Weaponsmith
100	Henchman
60-83	Iron Worker
130	Knight
75-98	Mercenary (Fighter)
65-88	Paladin
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
80	Pilgrim
36-68	Ranger GM
110	Shadow Mage Guard
100	Sorceress
60-83	Thief
75-98	Thief GM
90-100	Town Crier
36-68	Warrior (Fighter)
60-83	Warrior GM
75-98	Weapons Trainer
45-68	Weaponsmith

Fishing

90-100	Fisher GM
75-98	Fisherman
36-68	Harbor Master

Forensic Evaluation

110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
65-88	Fortune Teller
65-88	Gargoyle Healer
65-88	Healer
75-98	Healer GM
100	Henchman
60-83	Judge
140	Paladin (Dragoon)
110	Shadow Mage Guard
100	Sorceress
75-98	Wand. Healer
65-88	Wand. Healer

Healing

64-100	Fortune Teller
64-100	Gargoyle Healer
64-100	Healer
55-78	Healer (Evil)
90-100	Healer GM
36-68	Monk
75	Pilgrim
75-98	Wand. Healer
65-88	Wand. Healer

Herding

90-100	Haven Farmer
64-100	Rancher
36-68	Ranger GM
85-100	Shepherd/Shepherdess

Hiding

65-88	Brigand (Mercenary)
85-100	Brigand Leader
85-100	Executioner
45-68	Ranger
75-98	Ranger GM
60-83	Thief
65-88	Thief GM

Inscription

60-83	Aegis the Archmage
60-83	Bottle Seller
45-68	City Mage (non-shop)
60-83	Gargoyle Mage
60-83	Mage (Apprentice)
45-68	Mage (non-shop, near Wind)
60-83	Mage (Shopkeeper)
65-88	Mage GM
75-98	Magincia Council Member
50-65	Male Mage
45-68	Ocllo Cashual
60-83	Reagent Vendor
90-100	Scribe
65-88	Haven Alchemist

Item Identification

75-98	Gambler
64-100	Gargoyle Jeweler
64-100	Gypsy Vagabond
86-118	Haven Weaponsmith
64-100	Jeweler
55-78	Merchant
85-100	Merchant GM
60-83	Miner GM
76-108	Haven Weapons Trainer

Lockpicking

45-68	Brigand Leader
45-68	Executioner
60-83	Gargoyle Tinker
60-83	Golem Crafter
65-88	Thief
85-100	Thief GM
60-83	Tinker
65-88	Tinker GM

Lumberjacking

60-83	Carpenter
125	Executioner
36-68	Farmer
60-83	Lumberman
60-83	Ore Man
100	Paladin (Champion of Honor)
36-68	Veggie Seller

Mace Fighting

35-58	All War Horse Vendors (Horse Breeders)
120	Berserker
61-93	Blacksmith
36-68	Blacksmith GM
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
36-68	Fighter
61-93	Gargoyle Blacksmith
45-68	Gargoyle Weaponsmith
85-108	Haven Weaponsmith
100	Henchman
61-93	Iron Worker
65-88	Jailor
130	Knight
36-68	Mage GM
60-83	Mercenary (Fighter)
65-88	Monk
65-88	Paladin
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
110	Shadow Mage Guard
36-68	Shipwright
100	Sorceress
90-100	Town Crier
36-68	Warrior (Fighter)
60-83	Warrior GM
65-88	Weapons Trainer
45-68	Weaponsmith

Magery

64-100	Aegis the Archmage
120	Berserker
64-100	Bottle Seller
75-98	City Mage (non-shop)
140	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
75-100	Evil Mage
95-100	Evil Mage Boss
55-88	Female Mage
64-100	Gargoyle Mage
90-110	Hairstylist
82-100	Healer (Evil)
100	Henchman
100	Knight
64-100	Mage (Apprentice)
85-100	Mage (non-shop)
75-98	Mage (non-shop, near Wind)
64-100	Mage (Shopkeeper)
90-100	Mage GM
85-100	Magincia Council Member

85-100	Male Mage
65-88	Male Mage
85-100	Ocllo Cashual
100	Paladin (Champ. of Honor)
110	Paladin (Dragoon)
75	Pilgrim
64-100	Reagent Vendor
140	Shadow Mage Guard
130	Sorceress
82-100	Wand. Healer
82-100	Wand. Healer

Meditation

60-83	Aegis the Archmage
120	Berserker
60-83	Bottle Seller
65-88	City Mage (non-shop)
140	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
65-88	Female Mage
60-83	Gargoyle Mage
100	Henchman
100	Knight
60-83	Mage (Apprentice)
65-88	Mage (non-shop)
65-88	Mage (non-shop, near Wind)
60-83	Mage (Shopkeeper)
85-100	Mage GM
75-98	Magincia Council Member
65-88	Male Mage
36-68	Monk
45-68	Ocllo Cashual
100	Paladin (Champ. of Honor)
110	Paladin (Dragoon)
60-83	Reagent Vendor
140	Shadow Mage Guard
120	Sorceress

Mining

65-88	Miner
90-100	Miner GM

Musicianship

64-100	Bard
90-100	Bardic GM
90-100	Dryad

Parrying

120	Berserker
61-93	Blacksmith
36-68	Blacksmith GM
54-63	Brigand Leader
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
65-88	Evil Mage
65-88	Evil Mage Boss
60-83	Fighter
61-93	Gargoyle Blacksmith
36-68	Gargoyle Citizen
45-68	Gypsy Maiden
85-108	Haven Weaponsmith
65-88	Healer (Evil)
100	Henchman
61-93	Iron Worker
36-68	Jailor
130	Knight
55-78	Male Mage
60-83	Mercenary (Fighter)
36-68	Noble
90-100	Paladin
100	Paladin (Champ. of Honor)
140	Paladin (Dragoon)
45-68	Provisioner
110	Shadow Mage Guard
100	Sorceress
90-100	Town Crier
75-98	Warrior (Fighter)
85-100	Warrior GM
75-98	Weapons Trainer

Peace

65-88	Bard
85-100	Bardic GM
90-100	Dryad
36-68	Mayor

Poisoning

60-83	Brigand Leader
98-100	Dryad
60-83	Executioner
65-88	Haven Thief
60-83	Thief GM

Provocation

60-83	Bard
85-100	Bardic GM
90-100	Dryad

Removing Trap

36-68	Brigand Leader
36-68	Executioner
75-98	Gargoyle Tinker
75-98	Golem Crafter
60-83	Thief
85-100	Thief GM
75-98	Tinker
85-100	Tinker GM

ResistingSpells

65-88	Aegis the Archmage
65-88	All War Horse Vendors (Horse Breeders)
120	Berserker
65-88	Bottle Seller
54-63	Brigand Leader
65-88	City Mage (non-shop)
140	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
75-98	Evil Mage
78-100	Evil Mage Boss
84-93	Executioner
65-88	Female Mage
65-88	Gargoyle Mage
65-88	Gypsy Banker
85-108	Haven Weaponsmith
82-100	Healer (Evil)
75-98	Healer GM
100	Henchman
130	Knight
65-88	Mage (Apprentice)
75-98	Mage (non-shop)
65-88	Mage (non-shop, near Wind)
65-88	Mage (Shopkeeper)
64-100	Mage GM
45-68	Magincia Council Member
65-88	Male Mage
45-68	Mercenary (Fighter)
64-100	Monk
65-88	Ocllo Cashual
75-98	Paladin
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
65-88	Ranger
75-98	Ranger GM
65-88	Reagent Vendor
36-68	Sailor
110	Shadow Mage Guard
130	Sorceress
90-100	Town Crier
82-100	Wand. Healer
82-100	Wand. Healer
36-68	Warrior (Fighter)
60-83	Warrior GM
45-68	Weapons Trainer

Snooping

65-88	Beggar
45-68	Brigand (Mercenary)
60-83	Brigand Leader
60-83	Executioner
36-68	Gambler
64-100	Thief
90-100	Thief GM

Spirit Speak

60-83	Fortune Teller
60-83	Gargoyle Healer
60-83	Healer
55-78	Healer (Evil)
65-88	Healer GM
85-100	Ocllo Priest
75-98	Wand. Healer
65-88	Wand. Healer

Stealing

60-83	Beggar
60-83	Brigand Leader
60-83	Executioner
60-83	Gambler
64-100	Thief
90-100	Thief GM

Stealth

60-83	Ranger GM
65-88	Thief
85-100	Thief GM

Swordsmanship

36-68	Bard
45-68	Bardic GM
120	Berserker
60-83	Blacksmith
55-78	Brigand Leader
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
125	Executioner
45-68	Female Adventurer
64-100	Fighter
60-83	Gargoyle Blacksmith
45-68	Gargoyle Weaponsmith
85-108	Haven Weaponsmith
100	Henchman
60-83	Iron Worker
45-68	Jailor
130	Knight
65-88	Mercenary (Fighter)
36-68	Noble
65-88	Paladin
100	Paladin (Champion of Honor)
140	Paladin (Dragoon)
64-100	Pirate
35-58	Ranger
45-68	Ranger GM
75-98	Sailor
110	Shadow Mage Guard
100	Sorceress
90-100	Town Crier
85-100	Warrior (Fighter)
90-100	Warrior GM
65-88	Weapons Trainer
45-68	Weaponsmith

Tactics

120	Berserker
60-83	Blacksmith
60-83	Brigand Leader
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
65-88	Evil Mage
65-88	Evil Mage Boss
125	Executioner
36-68	Fighter
60-83	Gargoyle Blacksmith
36-68	Gargoyle Weaponsmith
75-98	Gypsy Banker
45-68	Gypsy Maiden
86-118	Haven Weaponsmith
82-100	Healer (Evil)
100	Henchman
60-83	Iron Worker
130	Knight
55-78	Male Mage
65-88	Mercenary (Fighter)
60-83	Monk
36-68	Noble
55-78	Ocllo Cashual
75-98	Paladin
100	Paladin (Champ. of Honor)
140	Paladin (Dragoon)
65-88	Pirate
45-68	Provisioner
65-88	Ranger
65-88	Ranger GM
65-88	Sailor
110	Shadow Mage Guard
100	Sorceress
90-100	Town Crier
82-100	Wand. Healer
75-98	Warrior (Fighter)
85-100	Warrior GM
85-100	Weapons Trainer
36-68	Weaponsmith

Tailoring

60-83	Cobbler
98-100	Dryad
64-100	Gargoyle Tailor
64-100	Tailor
90-100	Tailor Guildmaster
36-68	Tanner
65-88	Weaver

Taste Identification

65-88	Alchemist
36-68	Baker
75-98	Cook
36-68	Farmer
85-100	Fur Trader
85-100	Gargoyle Alchemist
85-100	Gargoyle Herbalist
85-100	Hairstylist
55-78	Ocllo Cashual
36-68	Veggie Seller

Tinkering

64-100	Gargoyle Tinker
64-100	Golem Crafter
36-68	Miller
64-100	Tinker
90-100	Tinker GM

Tracking

36-68	Fur Trader
65-88	Ranger
90-100	Ranger GM

Veterinary

64-100	All War Horse Vendors (Horse Breeders)
65-88	Animal Herder
65-88	Animal Trainer
65-88	Gypsy Stable Master
60-83	Rancher
90-100	Veterinarian

Wrestling

36-68	Aegis the Archmage
36-68	All War Horse Vendors (Horse Breeders)
120	Berserker
36-68	Bottle Seller
60-83	City Mage (non-shop)
110	Council of Mages Wizard Guard
120	Death Knight Guard
130	Dragoon
20-80	Evil Mage Boss
36-68	Gargoyle Mage
55-78	Gypsy Banker
85-108	Haven Weaponsmith
100	Henchman
60-83	Jailor
130	Knight
36-68	Mage (Apprentice)
60-83	Mage (non-shop)
60-83	Mage (non-shop, near Wind)
36-68	Mage (Shopkeeper)
60-83	Mage GM
45-68	Mercenary (Fighter)
75-98	Monk
100	Paladin (Champ. of Honor)
140	Paladin (Dragoon)
36-68	Reagent Vendor
36-68	Sailor
110	Shadow Mage Guard
100	Sorceress
90-100	Town Crier
60-83	Weapons Trainer

Todd McFarlane

A FEW WORDS WITH TODD McFARLANE

Can you give a brief summary of your background?

I still consider myself to be an artist, that I have an art career. I have to conduct business, too, but it's only as the driving force to get the art out. My art days began in 1985, when I broke into comic books over at Marvel comics. Marvel is one of the two big leaders. They're the ones that put out X-Men and Spiderman. After dodging between them and the other giant — DC Comics, who puts out Superman and Batman — a group of us decided that we wanted a little more artistic freedom. In the beginning of 1992 we started our own comic company. That was Image comics. We got to — had to — create our own characters at that point. That's when we began, literally, controlling our own destiny. We controlled the trademarks to all that. It's from the moment of leaving the corporate environment (although I was a freelancer), and going out on our own that has led to a lot of opportunities. Suddenly there's TV, film and chance meetings with people, and getting to do some directing and starting my own toy company, as well as the publishing. Out of all that inertia came the meeting with *UO*.

When did Origin approach you about being a monster designer?

Everyone always wants to know when exactly something gets started. I'm always asked, "When's the first time you met that guy or this guy?" Of all the moments of a business relationship, it's that very first meeting that I'm always the least clear on. When I can't remember, it usually that means it wasn't

"an event." I'd remember being at a cocktail party and meeting the head of some company. Instead it usually happens that I've got people who work for my company here in Arizona, or for my entertainment company out in Hollywood, and somebody meets somebody else, and it eventually rises up to me. Someone will say, "Hey Todd, this guy has an idea here, and you might want to listen to what he's got to say," or "there's a really good opportunity with this company, maybe we should go sell ourselves to them." That's how I think the *Ultima* thing came about. We'd been talking about getting involved in the video game realm ... I mean, we didn't know anything yet, not even if we wanted computer or console? So Origin would have been the right company at the right time.

Did Origin say whether it was your experience in comics or in action figures that made them interested in you?

Hopefully it was all of the above, as well as the fact that I've got experience in animation. You know, an Emmy and a Grammy doesn't hurt your chances when someone's looking around for who could work on a project. You've got to sell yourself in a sound-bite, just a one-paragraph introduction. I say that, not that I'm biased or anything, but I think that people *should* hire me. Now, of course if there's a guy standing next to me who's a better artist and has better and more creative ideas, you should hire him every time, even if he's a complete unknown. But if on a scale of 1 to 10 you give him a 4 and you give *me* a 4, you're better off with me because I bring an infrastructure. I've got fans who are interested in things that I get involved with. Of course they're not *all* interested in *everything* I do — they don't collect *all* the stuff that I make, or watch *all* the programs ... and some only know me by one thing and the rest of it isn't even on their radar — but still there's a kind of package deal where all those people get added up together and hooked in. Anyone who's thinking of working with me takes that into account ... that's sort of how the game is supposed to be played.

Did Origin place any restrictions on what you came up with? Was there anything you couldn't do?

It was fairly easy. Usually things like that don't come at the very beginning ... they come after they see the initial batch of ideas. They'll either just say "ah, that's cool!" or they're underwhelmed or they're shell-shocked. It's *then* that the rules start to be applied.

Still, we knew the background of the first game and what it was about, and we weren't about to do something that wasn't a match. We weren't going to come up with something totally unrelated and say "here, try to connect these to your game." We knew what the world was like. We didn't want to reinvent the world, we weren't asked to. We weren't even asked to do an extension to the world. I hope we're smart enough to work with what's there. Of course, we added an homage to the stuff that we do, and then added a few tricks to the bag. Nothing that would disrupt anyone too, too much, I don't think.

What process did you go through to invent the monsters?

I think that sometimes people want to hear a little bit more of a baking process than there is. It's not really that complicated. When you get people who are creative together in a room, you don't actually have to say all that much. Really, they'll say, "Oh wait! I know what to do with *that*! Just let me go … I'll be back in two days." And in two days they'll bring something really great back.

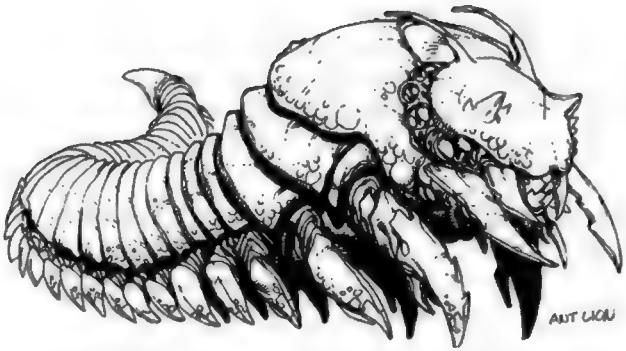
In my company, I'm obviously not drawing every line personally. I'm *always* there: overviewing what the task is and what needs the clients have, and how we can put our fingerprint on all of that so that it turns into a win-win. Actually, we act no different from when I bring the batch of drawings to Origin: when some of my designers and artists have brought *me* stuff, that's when I get some of *my* best reactions. I'll say "we need to go way off with this" or "maybe we need to try this other thing" or "oh my gosh, I never thought this would be so cool."

But back to the process … you'd be surprised how easy it is. You put a lot of people in a room together, and they have fertile minds and a lot of images kind of stuck in their brains, and they'll nod at each other and say "we get it."

So this project was a team effort. There were about three or four of us just throwing stuff back and forth, and it kind of just spilled out quickly and easily.

As a child, what sort of monsters impressed you? Did that change as you grew older?

I think that when you're young, they're simple monsters. They're snakes and lizards and things like that. Oh … and bugs. Bugs are cool, too. There's a part of me that thinks that aliens *have* landed, and it's the mosquito. They're here, we just keep *killing* the damn aliens. If we only knew — if we had a real reference — that they were *real* aliens, it would make sense.



Then you get a little bit older and all of a sudden you're introduced — through textbooks and things — to dinosaurs. They're really like monsters. Then you get introduced to Sci-Fi, and you think "now *those* are really cool monsters." You start watching horror movies when you get older. Now *those* are the cool ones.

I think that there's a bit of a testosterone slant to monsters. We like the ghoulies and the goblins and stuff. I don't think it's by accident that things like Jurassic Park and Aliens and even Men In Black are wildly successful. Even Matrix, has odd cybernetic bugs in it, too. Those are all sophisticated, but you can go back to a good lizard or dinosaur movie — I became aware of them when I was six, and they still get me when I'm 40. All of it … all the frogs in the pants kind of stuff … I still think it's all cool when it's done right.

I like a movie that does the comic book stuff but doesn't come across as "comic bookish." I don't like the gadgets as much … gadgets to me, I just think "whatever." I never got bitten by the Star Wars bug. Rocket ships to me are less cool than people being stranded on an island or on a planet, or you're trapped in a box and an alien is out to get you. John Carpenter's "The Thing" put twelve men out in the tundra with no way out, and then said that one of them is *something else*. It throws a little bit of Agatha Christie mystery on top of it. For me, the sci-fi stuff that I like is when I can believe that those things would happen in that world, or our world, and they don't spend time re-inventing technology. It's more about fear and hate and war and peace, and less about gadgets and lasers and shooting this or that.

Do you envision a role for your monsters in Ultima *other than just "go forth and slay"?*

The task was to make — I think we actually made 40 of them — a bunch of monsters and show it to them in stages. We knew that some of them, like Blackthorn, were going to be big, but we knew others were going to be pretty much incidental. They'd be throw-away characters, if you will.

But sometimes when you actually see something visually, it changes the mind of the person on the other side. They'll think, "This guy was only going to be around for five minutes, but he's too interesting. We've got to make him stick around somehow." Sometimes you just let the growth of the character be inspired by the actions — or in this case the visuals — of it. You have to just cross your fingers and hope that they see what you see, namely that they'd be fools to just let it just be on screen for two minutes. When you make something that's not really evocative, it's easier to make them be nameless background things.

That happened with a few of our pictures, as we'd hoped. Origin actually wound up taking a few of them and upgrading them by adding a little bit of a story around them.

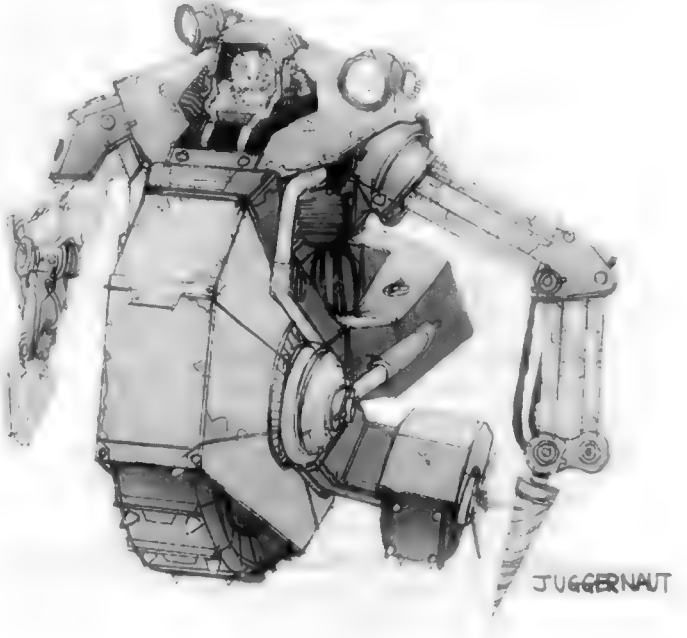
Did you know that the original* Ultima *games weren't strictly medieval games? Did they tell you that* Ultimas *in the past had machines and spaceships?

They didn't push it. They told us about the games, but they were emphasizing the popularity, and the numbers, and saying that they were going to be doing some exciting new stuff and that we should be involved. It was mostly that kind of talk rather than deep philosophical conversations about what the world was and meant. I know that, from *my* perspective, to try to just redo what was already there ... that's not what I sign up for. It's always a delicate balance. You don't want to reinvent too much — there's a reason why it's popular — but at the same time you don't want to do the same thing.

It goes back to why I don't like movie sequels. All they do is just tell the same story over again in another setting. If the first movie took place in Florida, the second one will take place in Washington, but otherwise it's the same movie. Given that I don't like that kind of thing when I watch it in films and such, I don't want to do it here, in my projects. So when we brought some of the tech into the project, and some of the odd modern-ness, I didn't really care so much what time it was bringing into it. I was making it up on the fly, to create an odd world. Hopefully we kept enough and added just enough so that the consumers ultimately didn't feel we were messing around with the world. We wanted to change it, but just enough to say "we were here."

I guess the cool conversations that we in fandom like to have are: at what point do you disbelieve? Where will you withhold your suspension of disbelief? When do you say, "no, that's enough." You'll accept wizards and dragons and spells. For some people, a gear touching another gear is over the line. It's funny to see where people will stop and stop their beliefs. Really, there is no rule that says that if you have a dragon you can't have a bionic arm.

The movie "Time Machine" is a good example of where my head was on *UO*. It's a time when technology is primitive, but someone



can still put together a gadget and get Chitti-chitti-bang-bang, if you will. It's something more than is common. Of course, if there are enough naysayers, it's Origin's job to figure that maybe we went too far. Or maybe a lot of people will enjoy the changes and look forward to more of them.

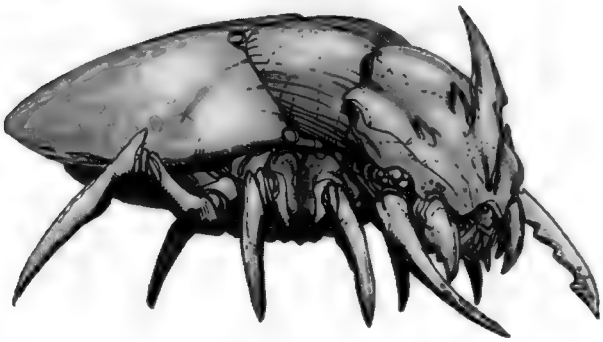
Once you're done giving birth to creative ideas, you just sit back and let other people dictate policy.

Do you have any opinion how or if online games will affect/change the world?

Aha, well, it's hard for me to say. Unfortunately I haven't played any. Besides my work I've got three young kids and a wife. Plus I try to exercise. My downtime is very limited. When I do have it, I can't go into another room for hours.

The biggest deterrent for the computer, for me, as a whole is the current antisocial-ness of it. It's almost like saying to everyone in the house "stand back, I'm going to be antisocial now." It has nothing to do with what kind of game I'm playing, it's the actual computer. I keep saying that once they make these computers social and interactive with more than one person in the house,

Giant Beetle



Chaos Demon

then we're really going to see the next step. That's just my theory, who knows? All I mean is that it's gotta be out of the back room of the house. It's got to be where the people are living. Flat screen is actually a good thing, because you don't have to have a big clunky thing. And it can be wired directly to the house — I'm hoping that new houses will be pre-wired for this stuff — and you can have your hard disk and all your big machinery sitting in a closet to where all you have out is a nice flat screen and a wireless keyboard. Bam! It's sitting right on the countertop like magazines and newspapers. Things will change. It'll be like television. I mean, we'll have five people sitting around and watching a football game, why can't we have five people

watching computer stuff and video stuff. I think you can. Right now, I think online gaming is another piece of the tapestry of what's out there and what's coming.

Any last thoughts?

Just that although I'm 40 years old, and didn't grow up with a computer stuck to me like my children have, and have always sort of ran from it and thought that it wouldn't touch me, in the last couple of years I've accepted that it's part of my life — I'm curious to see how online gaming is going to evolve over the years. I'm interested both in terms of inspiration from the idea people, and then just what will happen when the limitations are removed and the next technology comes along. I'm sure that my kids, since they're going to outlive me, are going to see advances we can't imagine. I mean, we look back on Pong and can remember when it was cutting edge. I mean, remember when it was cool that we could move those little paddles around? That's where we're at now. The learning curve is going so fast now, who knows where we'll be in ten to fifteen years? Hopefully we'll have done stuff right, and will be looking back at what we're doing now and saying, "That was just a cut above Pong. Big deal, look at what we can do now." It's interesting to be on the roller-coaster ride of all this technology.

BLACK THORN

Maps

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LANDS OF ULTIMA ONLINE

City Map Keys

Directions. All maps are oriented so that North is at the top. In the key for each city, each location has a compass direction — [NW], [SE], etc. These directions correspond to the general areas on the map for that city.

Travel Between Cities. Arrows (such as ←) point in the general direction you need to follow if you're traveling to a neighboring town.

Categories. Map Keys are divided into the following groups:

Arms & Armour	Magic
Civic & Common	Shops
Entertainment	Taverns, Inns & Traveler's Aid
Food & Provisions	
Guilds	Unique Locations
Healing	

Each category has a list of locations marked with a number and a compass direction. The numbers correspond to a number in a black square on the map ... such as 23. Recurring locations are marked with the same number. For example, all Guard Posts in Nujel'm are marked with 8.

Magic Travel. Teleporters are keyed numerically at their entrance point (a black box with a white number followed by "A" ... such as 2A) and exit points (a white box with the same number, followed by "B" ... such as 2B). Some teleporters allow two-way travel and are marked with a white number in a black box, 2A, 2B.

Dungeon Map Keys

No one can truly say what will show up to vex you on any given day in any given dungeon! We've marked some areas with the strongest rumor of creature sightings.

Treasure? It's randomly generated. Just because a chest gives you the sword of a lifetime once doesn't mean you can go into business as an arms dealer. Other times you might find gold, or other items ... or nothing.

Giant Snakes, Giant Spiders, Giant Rats, Slimes and Mongbats can be found on most dungeon levels. They are indicated throughout this section as "Vermin".

Reported trap locations are marked with ▥. There is a variety of traps. Keep your eyes open ... and remember where they were for the next time you venture into the area.

Healing areas are marked with ■, and there aren't many of them. Dungeons are dark and evil places, and you should be prepared to look after yourself without having to drag your slaughtered spirit to a shrine for resurrection.

Numbered icons (1) represent areas or lairs where specific monsters tend to congregate. The numbers correspond to the numbers in the key near the map.

A list of monsters in the key means that they appear generally throughout the section.

Unique areas, such as landmarks, teleporters or other useful locations are called out on a location-by-location basis.

BRITANNIA

Shrines

1 **Compassion**
2 **Honesty**
3 **Honor**
4 **Humility**
5 **Justice**
6 **Chaos**
7 **Valor**
8 **Spirituality**
9 **Sacrifice**

Dungeons

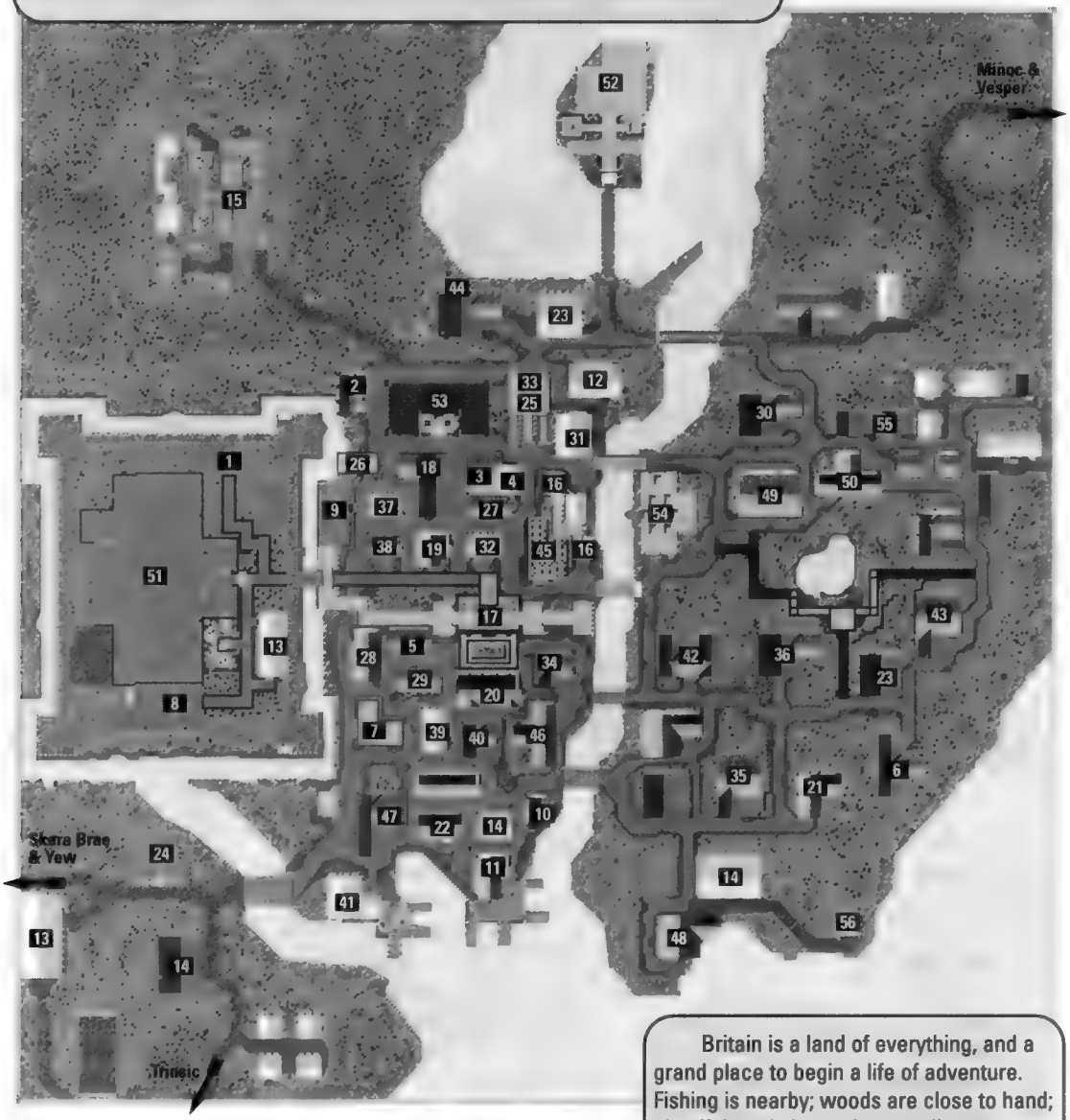
10 **Covetous**
11 **Deceit**
12 **Despise**
13 **Destard**
14 **Hythloth**
15 **Shame**
16 **Wrong**

Unique

17 **Moongate**

Britain

If the weapon and armour shops around town are sold out of what you need, there's a little-known shop in the northern part of Lord British's castle.



Britain is a land of everything, and a grand place to begin a life of adventure. Fishing is nearby; woods are close to hand; plentiful ore is but a short stroll away.

Arms & Armour

1 The Lord's Arms (Blacksmith) [W]
2 The Hammer and Anvil (Blacksmith) [NW]
3 Quality Fletching (Bowyer) [C]
4 Strength and Steel (Armourer) [C]
5 Heavy Metal Armourer [C]
6 Artistic Armour [SE]

Civic & Common

7 The First Bank of Britain [SW]
8 Barracks [W]
9 Britain Public Library [W]
10 The First Library of Britain [S]
11 Customs [S]
12 The Bucking Horse Stables [N]
13 Stables [W, SW]
14 Warehouse [SW, S, SE]
15 Cemetery [NW]
16 Guard Post [SW, C (x2)]
17 Main Gate [C]

Entertainment

18 The King's Men Theater [C]

Food & Provisions

19 Good Eats (Bakery) [C]
20 Britain's Premier Provisioner and Fish Shoppe [C]
21 Profuse Provisions [SE]
22 The Cleaver (Butcher's Shop) [S]

Guilds

23 Counselors' Guild Hall [N, SE]
24 Warriors' Guild [SW]
25 The Sorcerer's Delight: Shop, Library and Guild [N]
26 Mining Cooperative [NW]
27 Merchants' Association [C]
28 Tinker's Guild [W]
29 Artists' Guild [C]
30 Guild of Cavalry & Horse [NE]

Healing

31 Britannia Animal Care (Veterinary Clinic) [N]
32 Healer of Britain [C]

Magic

33 The Sorcerer's Delight: Shop, Library and Guild [N]
34 Ethereal Goods (Magic Shop) [C]
35 Sage Advice (Magic Shop) [SE]
36 Incantations & Enchantments (Magic Shop) [E]

Shops

37 The Saw Horse (Woodworking) [W]
38 The Best Hides of Britain (Tanner) [W]
39 Premier Gems (Jeweler) [S]
40 The Lord's Clothier [S]
41 The Oaken Oar (Shipwright) [SW]
42 The Right Fit (Tailor) [E]
43 A Girl's Best Friend (Jeweler) [E]

Taverns/ Inns & Traveler's Aid

44 The North Side Inn [N]
45 Sweet Dreams (Inn) [C]
46 The Blue Boar (Tavern) [S]
47 The Cat's Lair (Tavern) [SW]
48 The Unicorn's Horn (Tavern) [SE]
49 The Wayfarer's Inn [E]
50 The Salty Dog (Tavern) [E]

Unique

51 Lord British's Castle [W]
52 Blackthorn's Castle [N]
53 Lord British's Conservatory of Music [N]
54 The Chamber of Virtue (Temple) [E]
55 Gazebo [NE]
56 Lookout Tower [SE]

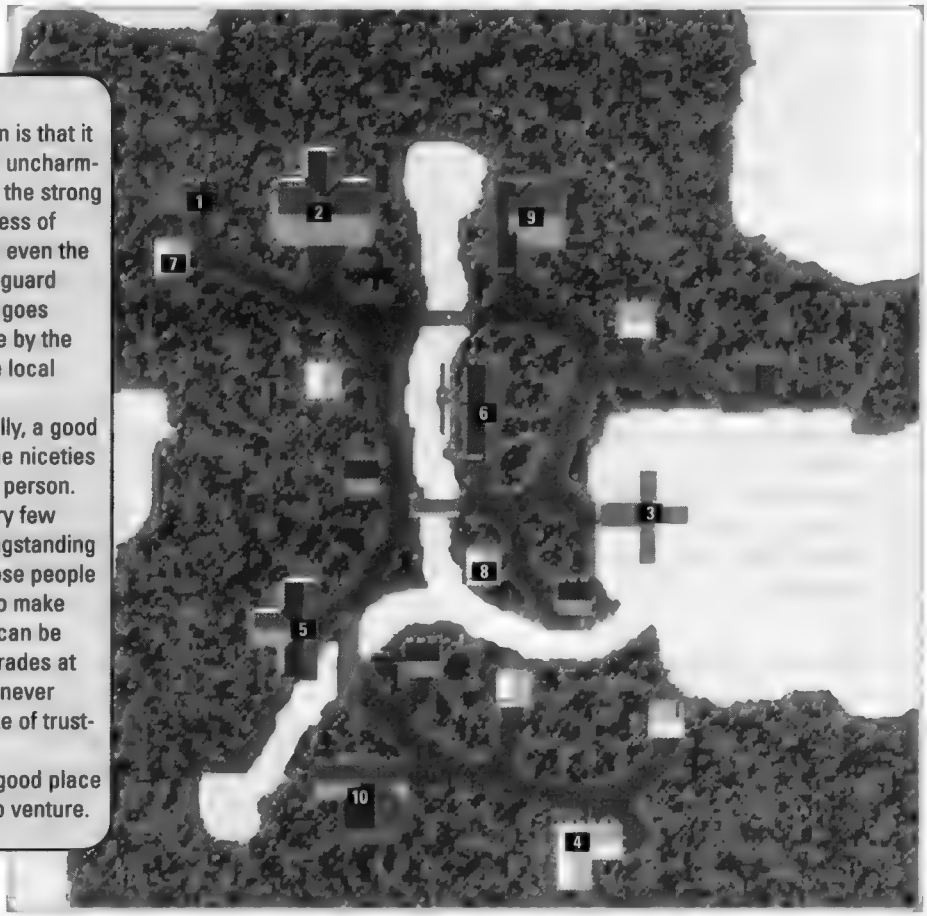
Buccaneer's Den

The lure of Buccaneer's Den is that it is so completely uncharming. It is only for the strong of arm and ruthless of character, since even the town proper is "guard free" and crime goes unpunished save by the retaliation of the local populace.

It is, essentially, a good place to learn the niceties of being a nasty person.

There are very few shops of any longstanding duration, but those people strong enough to make their way there can be very useful comrades at arms ... though never make the mistake of trusting them!

This is not a good place for the untried to venture.



Arms & Armour

1 **Cutlass Smithing (Blacksmith) [NW]**

Civic & Common

2 **Bath House [NW]**
3 **Docks [E]**

Food & Provisions

4 **Pirate's Provisioner [SE]**

Guilds

5 **Pirate's Den (Society of Thieves) [SW]**

Healing

6 **Healer of Buccaneer's Den [C]**

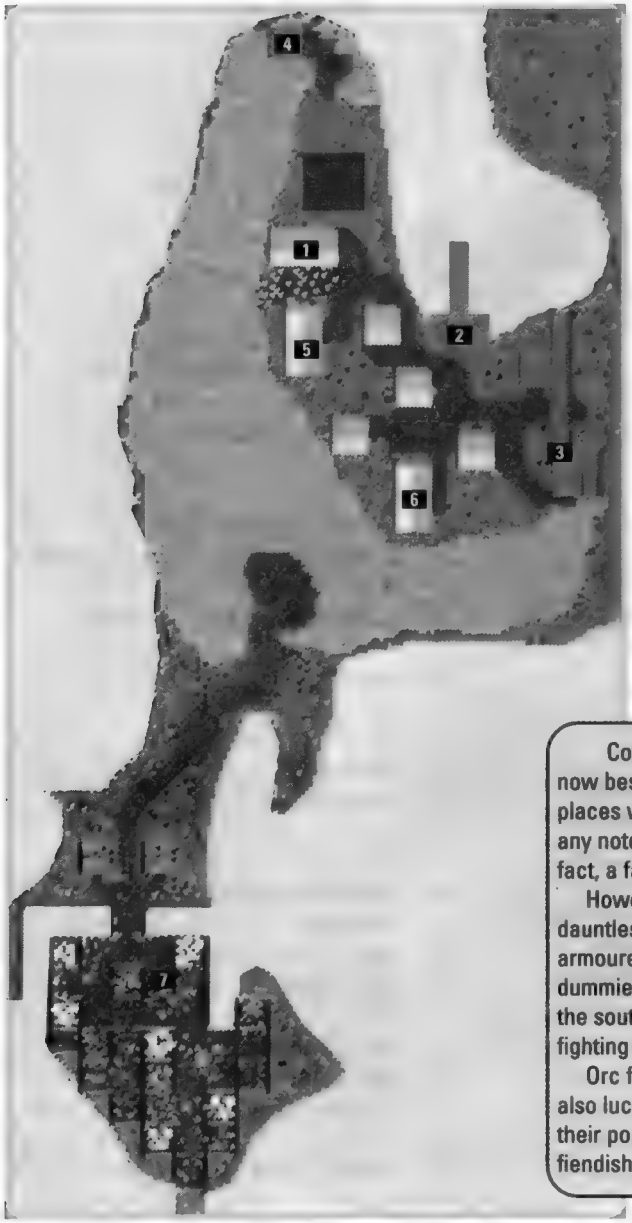
Shops

7 **Violente Woodworks [NW]**
8 **Buccaneer's Den Leatherworks (Tanner) [C]**

Taverns/Inns & Traveler's Aid

9 **The Peg Leg Inn [NE]**
10 **The Pirate's Plunder (Tavern) [SW]**

Cove



Arms & Armour

1 **Armourer — The Warrior's Supplies**

Civic & Common

2 **Dock**
3 **City Gate**
4 **Guard Post**

Food & Provisions

5 **Provisioner — The Farmer's Market**

Healing

6 **Healer — The Healing Hand**

Unique

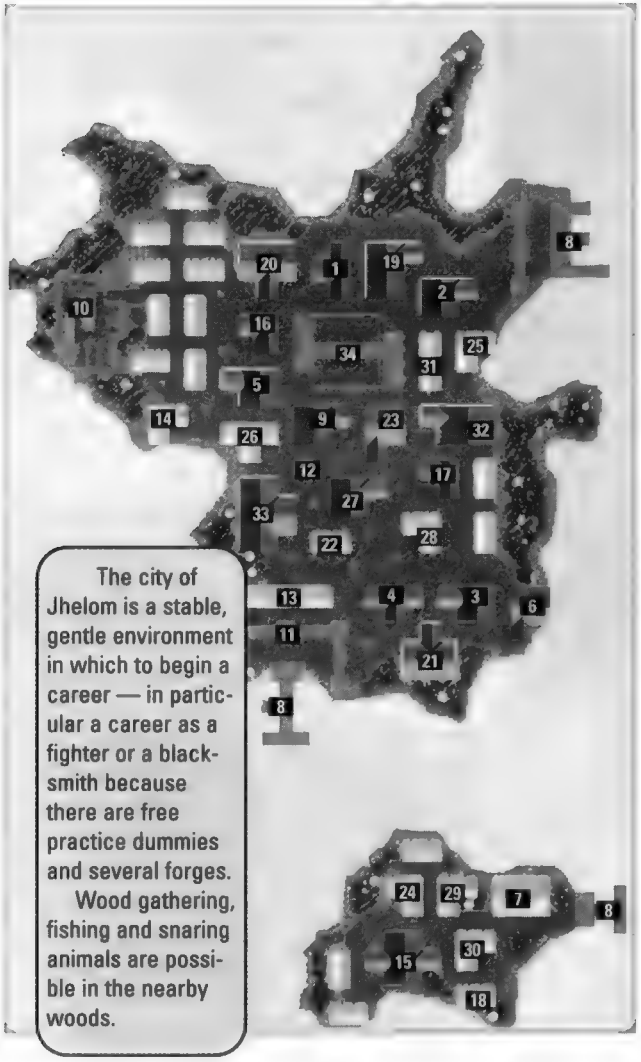
7 **Orc Camp**

Cove is a small village, once uneventful, now beset by a tribe of orcs. There are few places within the besieged walls that are of any note to the average traveller, and it is, in fact, a fairly dangerous place to visit.

However, it can be a playground for the dauntless. Training can be had just south of the armourer (where there can be found training dummies and archery butts), and the orcs to the south provide a nearly endless supply of fighting opportunities.

Orc fighting is dangerous, of course, but also lucrative. If you live long enough to rifle their pockets, you'll find they carry their fiendish wages in gold.

Jhelom



The city of Jhelom is a stable, gentle environment in which to begin a career — in particular a career as a fighter or a blacksmith because there are free practice dummies and several forges.

Wood gathering, fishing and snaring animals are possible in the nearby woods.

Arms & Armour

1 **First Defense (Blacksmith) [N]**
2 **Second Skin (Armourer) [N]**
3 **Armour — Jhelom Armoury [E]**
4 **Blacksmith — Warrior's Bounty [C]**
5 **Deadly Intentions (Weapons) [NW]**
6 **Weapons — Call to Arms[E]**

Civic & Common

7 **Storage [S]**
8 **Docks [NE, C, S]**
9 **Jhelom Library [C]**
10 **Cemetery [NW]**
11 **City Gate [C]**
12 **Guard Post [C]**
13 **Warehouse [C]**
14 **Bank of Jhelom & Jeweler**

Entertainment

15 **Performing Arts Theater [S]**

Food & Provisions

16 **Baker's Dozen (Bakery) [NW]**
17 **Provisioner — Needful Things[C]**
18 **Finest Cuts (Butcher) [S]**

Guilds

19 **Counselors' Guild Hall [S]**
20 **Brothers in Arms Warriors' Guild [NW]**
21 **Armourers' Guild — Hand of Death [C]**
22 **Farmers Market (Guild) [C]**

Healing/Magic

23 **Healer [C]**
24 **Jhelom Mage [S]**

Shops

25 **Sailor's Keeper (Shipwright) [NE]**
26 **Adventurer's Needle (Tailor) [W]**
27 **Gadgets and Things (Tinker) [C]**
28 **Woodworker — From Tree to Yew [C]**
29 **Pearl of Jhelom (Jeweler) [S]**
30 **Fine Tailoring [S]**
31 **Ocean's Treasure (Fish Shop) [N]**

Taverns/Inns & Traveler's Aid

32 **The Horse's Head (Tavern) [E]**
33 **The Morning Star Inn [W]**

Unique

34 **Arena [N]**

Magincia

Civic & Common

1 **Temple [NE]**
2 **Parliament [SE]**
3 **Docks [SW]**
4 **Warehouse [E]**

Food & Provisions

5 **The Baker's Dozen [SE]**

Guilds

6 **Counselors' Guild Hall [C]**
7 **Mining Cooperative [W]**
8 **Fishermen's Guild & Supplies [S]**
9 **Merchants' Association [S]**

Healing / Magic

10 **Healer of Magincia**
11 **Magincia's Magicka [S]**

Shops

12 **The Tic Toc Shop (Tinker) [E]**
13 **The Family Jewels (Jeweler) [W]**
14 **Stitchin' Time (Tailor) [SW]**
15 **The Furled Sail (Shipwright) [SW]**

Taverns/Inns & Traveler's Aid

16 **The Stag & Lion Inn [C]**
17 **The Great Horns Tavern [SE]**

One of Magincia's greatest charms is that it is not nearly so crowded as the "entrance" cities. It holds no real attraction for the fighter mentality, but others will find that things get done far more quickly and pleasantly in Magincia.

This is a popular area for mining and other forms of raw material gathering. Shops stand ready to purchase the fundamental materials of their trade, and the area is not so quickly picked over by hordes of new people. Metal is always a popular material on the open market.

There is a Moongate to the west, in the forest.

Minoc

Minoc is a hospitable town for a skilled blacksmith. Nearby mountains contain substantial deposits of iron ore, and many Minocians are employed in the mining trade. Blacksmiths can purchase raw ore and convert it to ingots, and then sell the ingots, or convert them to weapons and sell those.

Arms & Armour

1 **The Forgery (Blacksmith) [S]**
2 **The Warrior's Battle Gear (Armourer) [S]**

Civic & Common

3 **Minoc Town Hall [W]**
4 **Stable [N]**

Entertainment

5 **The Mystical Lute (Music Hall) [SW]**

Food & Provisions

6 **The Slaughtered Cow (Butcher) [NW]**
7 **The Old Miners Supplies (Provisioner) [N]**
8 **The Survival Shop (Provisioner) [S]**

Healing

9 **The Healing Hand (Healer) [SE]**

Guilds

10 **Counselors' Guild Hall [N]**
11 **The New World Order (Warriors' Guild) [N]**
12 **The Golden Pick Axe (Mining Cooperative) [N]**
13 **The Matewan (Miners' Guild) [C]**

Shops

14 **Gears and Gadgets (Tinker) [N]**
15 **The Oak Throne (Architect) [C]**
16 **The Stretched Hide (Tanner) [C]**

Taverns/Inns & Traveler's Aid

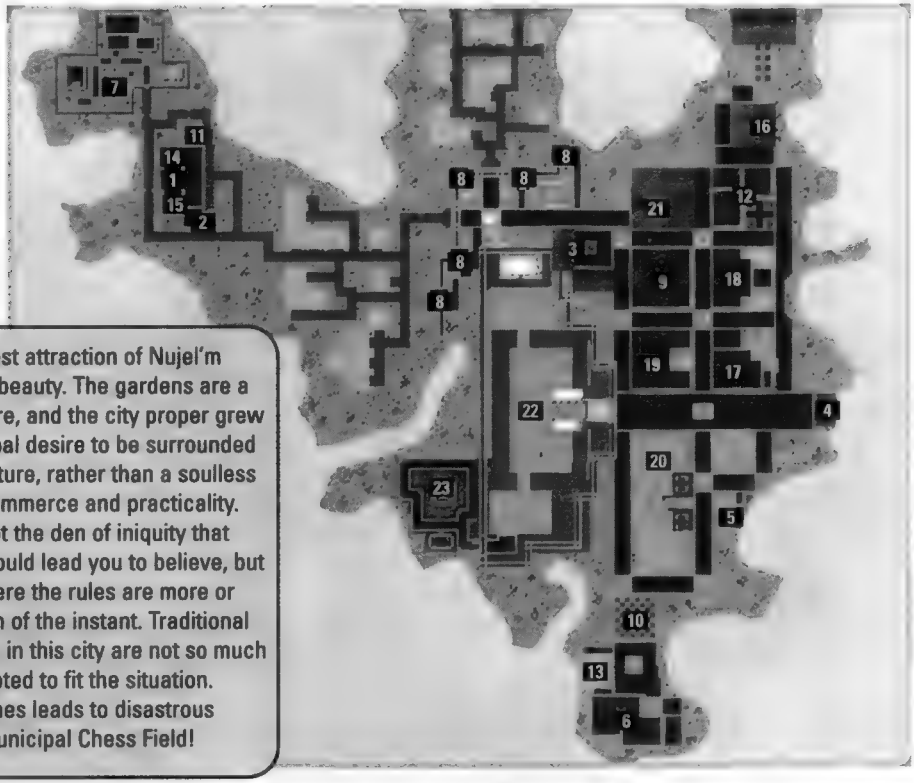
17 **The Barnacle (Tavern) [N]**

Unique

18 **Statue [C]**
19 **Cave [E]**
20 **Mt. Kendall [E]**
21 **Mining Camp [E]**
22 **Gypsy Camp [S]**

For the more nomadic, Vesper lies only a short distance away through the wilderness. By keeping an eye on surpluses and shortages in each town, one might be able to earn a living trading, while avoiding the dangers of a long land voyage and the expense of a sea voyage.

Nujel'm



The greatest attraction of Nujel'm may well be its beauty. The gardens are a delight to explore, and the city proper grew out of a municipal desire to be surrounded by color and nature, rather than a soulless outgrowth of commerce and practicality.

Nujel'm is not the den of iniquity that some people would lead you to believe, but it is a place where the rules are more or less at the whim of the instant. Traditional right and wrong in this city are not so much ignored as adapted to fit the situation.

This sometimes leads to disastrous results in the municipal Chess Field!

Arms & Armour

1 **Weapons (Market Stall) [NW]**
2 **Blacksmith (Market Stall) [NW]**

Civic & Common

3 **Customs [C]**
4 **Dock [SE]**
5 **Bank [SE]**
6 **Jail [S]**
7 **Cemetery [NW]**
8 **Guard Post [NW, N (x2), W (x2)]**

Entertainment

9 **Theater [C]**
10 **Chess Board [S]**

Food & Provisions

11 **Butcher (Market Stall) [NW]**

Guilds

12 **Counselors' Guild Hall [NE]**
13 **Merchant's Association [S]**

Shops

14 **Tanner (Market Stall) [NW]**
15 **Bowyer (Market Stall) [NW]**
16 **Jeweler [NE]**
17 **Tailor [E]**

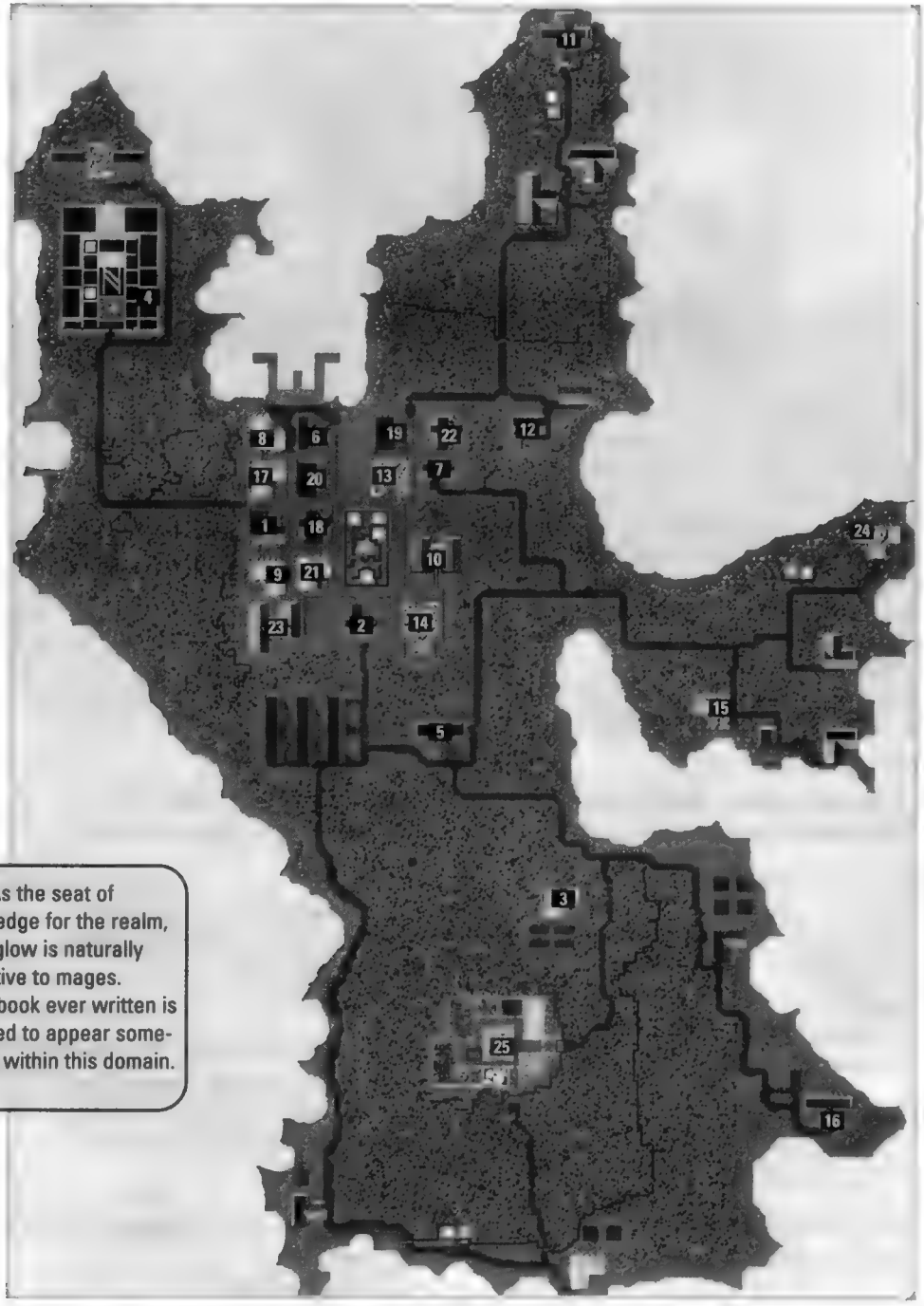
Taverns/Inns & Traveler's Aid

18 **Mystical Spirits (Tavern) [E]**
19 **The Silver Bow (Tavern) [C]**
20 **Restful Slumber (Inn) [S]**

Unique

21 **Conservatory — Bardic's Guild [N]**
22 **Palace [C]**
23 **Garden [SW]**

Moonglow



As the seat of knowledge for the realm, Moonglow is naturally attractive to mages. Every book ever written is rumored to appear somewhere within this domain.

Arms & Armour

1 **The Mighty Axe (Weapons) [NW]**
2 **Second Defense (Armoury) [C]**

Civic & Common

3 **Cemetery [S]**
4 **Lycaeum [NW]**
5 **Moongate [C]**

Food & Provisions

6 **The Scholar's Goods (Provisioner) [C]**
7 **Fruits and Vegetables (Provisioner) [C]**
8 **Mage's Bread (Bakery) [C]**
9 **The Fatted Calf (Butcher) [C]**

Guilds

10 **Counselors' Guild Hall [C]**
11 **Encyclopedia Magicka (Guild of Mages) [C]**
12 **Moonglow Academy of Arts (Artists' Guild) [C]**
13 **Guild of Arcane Arts [C]**
14 **Merchants' Guild [C]**
15 **Masters of Illusion [E]**
16 **Guild of Sorcerery [SE]**

Healing

17 **Healer [C]**

Magic

18 **Moonglow Reagent Shop [C]**

Shops

19 **Scholar's Cut (Tailor) [C]**
20 **The Mage's Seat (Woodworker) [C]**
21 **Herbal Splendor (Herbalist) [C]**

Taverns/Inns & Traveler's Aid

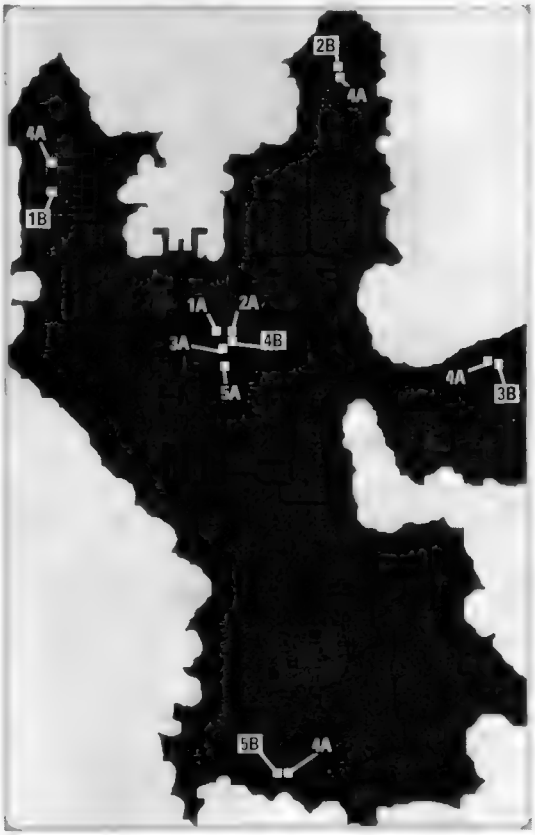
22 **Moonglow Student Hostel (Inn) [C]**
23 **The Scholar's Inn [C]**

Unique

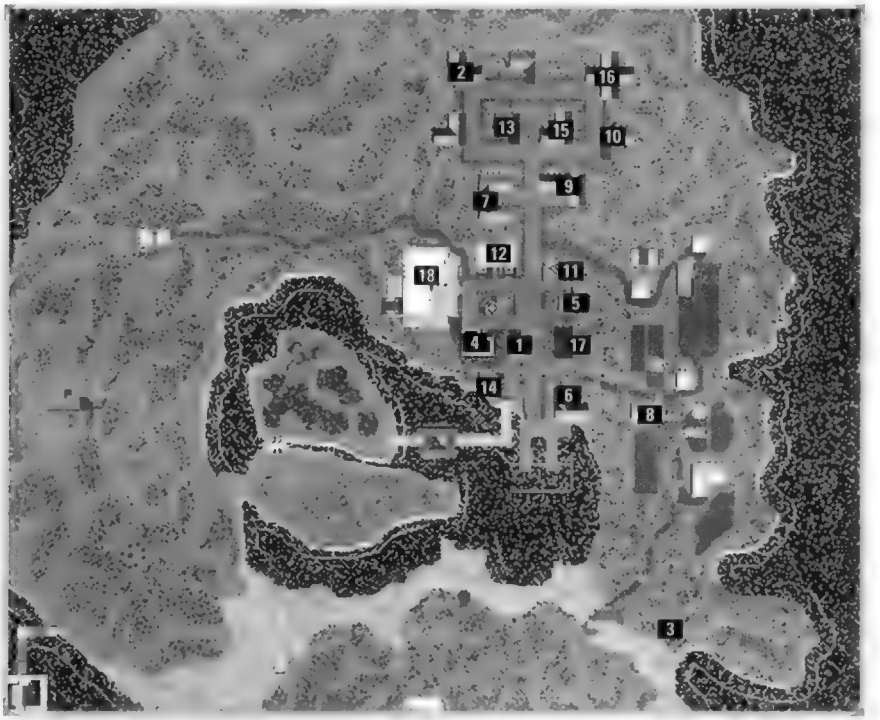
24 **Telescope [E]**
25 **Zoo [S]**

Intracity Teleporters

1A **Teleporter entrance to 1B [C]**
1B **Teleporter exit from 1A [NW]**
2A **Teleporter entrance to 2B [C]**
2B **Teleporter exit from 2A [NE]**
3A **Teleporter entrance to 3B [C]**
3B **Teleporter exit from 3A [E]**
4A **Teleporter entrance to 4B [NW, NE, E, S]**
4B **Teleporter exit from 4A [C]**
5A **Teleporter entrance to 5B [C]**
5B **Teleporter exit from 5A [S]**



Haven in Trammel



Arms & Armour

1 **The Haven Blacksmith**

Civic & Common

2 **Haven Public Library**
3 **Moongate**
4 **The Second Bank of Haven**

Food & Provisions

5 **Last Chance Provisions**
6 **The Albatross Bar and Grill**
7 **The Shakin' Bakery**
8 **The Prime Cut Butchers Shop**

Guilds

9 **Bardic Guild**
10 **Haven Thieves Guild**

Healing / Magic

11 **The Healers of Haven**
12 **The Little Shop of Magic**

Shops

13 **Carpenters of Haven**
14 **Mapmakers of Haven**
15 **Haven Clockworks and Tinker Shop**
16 **A Stitch in Time Tailor Shop**

Taverns/Inns & Traveler's Aid

17 **The Bountiful Harvest Inn**

Unique

18 **Uzeraan's Mansion**

Ocllo In Felucca

This might be considered the capital city for bards. Others might find it a bit dry, and definitely difficult to get to, as the only entrance to this city is a small inlet to the south.

The Bardic Collegium provides not only good prices to members, but also a wide variety of instruments for practice. Although some have been known to be "borrowed" for a while, it takes a practiced, deft touch to do so and it is generally considered a knavely thing to do.

Arms & Armour

1 **Hammer and Steel Smithy [W]**

Civic & Common

2 **Ocllo Public Library [NW]**
3 **Docks [S]**

Entertainment

4 **First Academy of Music (Theater) [N]**

Food & Provisions

5 **Now You're Cookin' (Baker) [W]**
6 **Last Chance Provisioners [W]**
7 **Sweet Meat (Butcher) [S]**

Guilds

8 **Counselors' Guild Hall [N]**
9 **Guild of Sorcery [NW]**
10 **Bardic Guild [N]**

Healing

11 **Island Sanctuary (Healer) [W]**

Shops

12 **Paint and More (Painter) [NW]**
13 **A Stitch in Time (Tailor) [C]**
14 **Better Leather Tannery [W]**
15 **Anchors Aweigh (Shipwright) [SW]**

Taverns/Inns & Traveler's Aid

16 **The Bountiful Harvest (Inn) [C]**
17 **The Albatross (Tavern) [S]**

Unique

18 **Farm [E (x2), SE (x2)]**

Serpent's Hold

It is impossible to get to Serpent's Hold without a boat or some magical shortcut, so it does not see the traffic that many other cities get.

It is a fine place to be a warrior, however, with a skilled weaponsmith shop and armoury. Everything that one could need before setting off on an adventure can be found on these two islands ... and for afterwards, there are two talented healers for patching up any wounds.

The stables of Serpent's Hold are a good place to practice any animal-related skills that might need honing.

Arms & Armour

1 **Serpent Arms (Weapons) [C]**
2 **Blacksmith [C]**

Civic & Common

3 **Dock [C (x2)]**
4 **Island Stables [SW]**
5 **Stables [E]**
6 **Guard Post [N, NE, W, C, S, SW, SE]**
7 **City Gate [N]**

Food & Provisions

8 **Bakery —Plenty O Dough [N]**
9 **Provisioner [N]**
10 **Serpent's Hold Meats (Butcher) [SW]**

Guilds

11 **Serpent's Warriors**
12 **Counselors' Guild Hall [N]**
13 **Warriors' Guild [E]**

Healing

14 **Healer [N]**
15 **Healer [C]**

Magic

16 **Mage Shop — Serpent's Spells[N]**
17 **Reagent Shop — Britannia Herbs[N]**

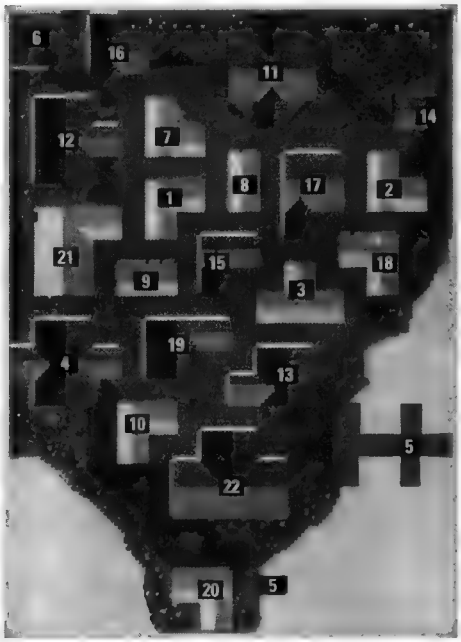
Shops

18 **Bowyer — Silver Serpent Bows [NE]**
19 **Silver Serpent Tailors [SW]**
20 **Tinker — Tinker of the Isle[S]**

Taverns/Inns & Traveler's Aid

21 **The Dog and Lion Pub [C]**
22 **The Broken Arrow Inn [C]**
23 **Tavern — Fisherman's Brew [C]**

Skara Brae



Rangers congregate at this city in the woods. It's an excellent place to train animals, either in the stables or in the nearby forest. Deer and rabbits won't run away if you don't attack them, and will even make pets. Pets are so prevalent here that supplies specific to their needs are available for sale.

Archery butts are available for practicing, and are a great way to perfect your style.

Arms & Armour

1 **More Than Just Mail (Armourer) [N]**
2 **Gore Galore (Weapons) [NE]**
3 **On Guard Armoury [C]**

Civic & Common

4 **Skara Brae Town Hall [W]**
5 **Docks [S, SE]**
6 **Stable [NW]**
7 **The Bank of Skara Brae [N]**

Food & Provisions

8 **Farmer's Market [N]**
9 **Bountiful Meats (Butcher) [C]**
10 **Sundry Supplies (Provisioner) [S]**

Guilds

11 **Counselors' Guild Hall [N]**
12 **League of Rangers [NW]**

Healing

13 **Healer of Skara Brae (Healer) [C]**

Magic

14 **Mystic Treasure (Reagents) [NE]**
15 **Mage's Menagerie (Magic Shop) [C]**

Shops

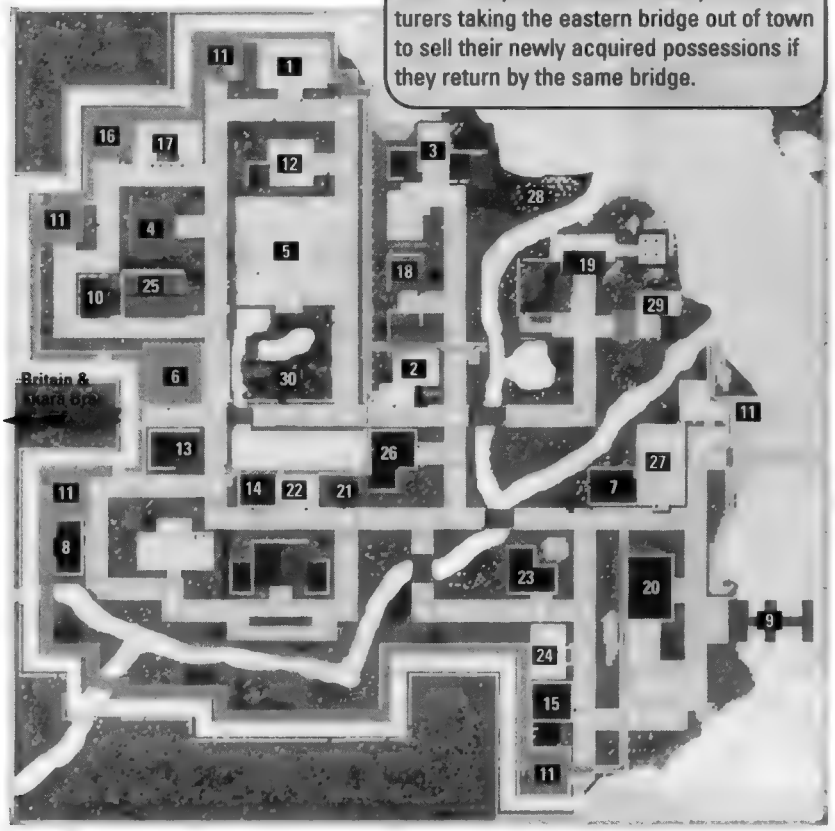
16 **Beasts of Burden (Animal Supplies) [NW]**
17 **Builder's Delight (Carpenter) [N]**
18 **Shear Pleasure (Tailor) [E]**
19 **Bloody Bowman (Bowyer) [C]**
20 **Superior Ships (Shipwright) [S]**

Taverns/Inns & Traveler's Aid

21 **The Shattered Skull (Tavern) [W]**
22 **The Falconer's Inn [S]**

Trinsic

Almost every shop you need is located near the eastern bridge — this nest of shops also makes it easy for adventurers taking the eastern bridge out of town to sell their newly acquired possessions if they return by the same bridge.



Arms & Armour

1 Shining Path Armoury [N]
2 Honorable Arms (Weapons) [C]

Civic & Common

3 Barracks [N]
4 Encyclopedia Magicka [NW]
5 Meeting Hall [N]
6 Jail [W]
7 First Trinsic Stablery [C]
8 Bank of Britannia: Trinsic Branch [SW]
9 Docks [SE]
10 Trinsic Stablery [NW]
11 Guard Post [NW (x2), W, SE, E]
12 Trinsic Royal Bank

Food & Provisions

13 Britannia Provisions [W]
14 Baked Delights (Baker) [C]
15 The Trinsic Cut (Butcher) [SE]

Guilds

16 Counselors' Guild Hall [NW, S]
17 Tinker's Guild [NW]
18 Brotherhood of Trinsic (Warriors' Guild) [N]
19 Paladins' Guild [NE]
20 Sons of the Sea (Guild of Fishermen) [SE]

Healing

21 Healer [C]

Shops

22 The Pearl of Trinsic (Jeweler) [C]
23 Adventurer's Clothing (Tailor) [SE]
24 Trinsic Fine Skins (Tanner) [SE]

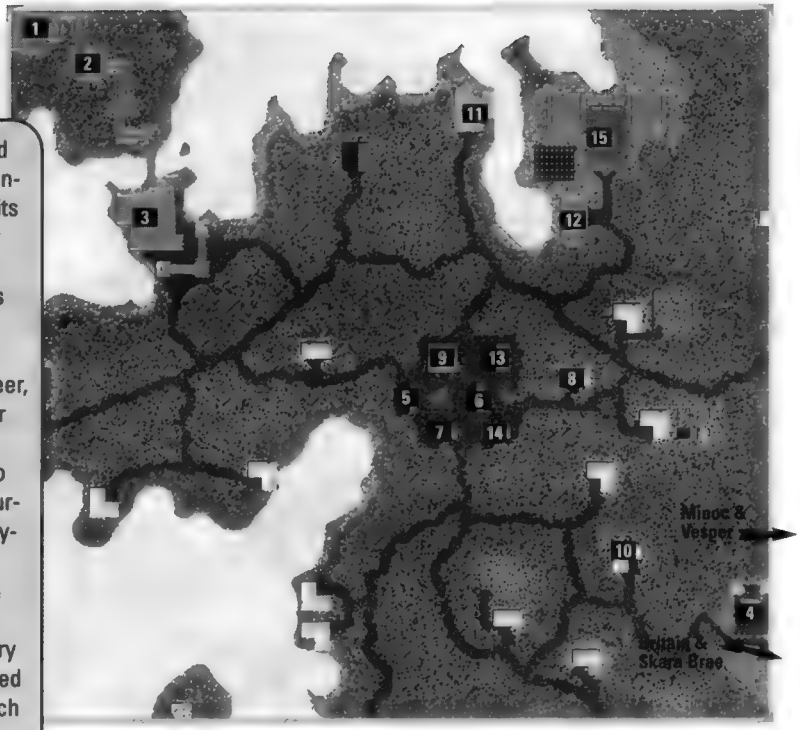
Taverns/Inns & Traveler's Aid

25 The Traveler's Inn [NW]
26 The Keg and Anchor (Tavern) [C]
27 The Rusty Anchor (Inn) [C]

Unique

28 Training Grounds [NE]
29 Paladins' Hall [NE]
30 Garden [C]

Yew



At first glance, Yew would seem a popular place for adventurers — a village famous for its wine! But perhaps the somber presence of the abbey, or the mellow attitude of the brothers therein, have had a calming effect on the town. While it's a good place to begin one's career, with plenty of wildlife, trees for harvesting and other useful resources nearby, there are no "regular" shops at which to purchase staples for the devil-may-care lifestyle.

That is not to say that it is a waste of time for any passing soldier of fortune. The cemetery nearby is known to be populated by a fair number of undead such as ghosts and skeletons, and these are a fine way to get good practice, improve your notoriety, and perhaps earn a coin or two.

Civic & Common

1 **Prison [NW]**
2 **Storeroom [NW]**
3 **Courtroom — Court of Truth [NW]**
4 **Cemetery [SE]**

Food & Provisions

5 **Market [C]**
6 **The Jolly Baker [C]**
7 **Butcher — Yew's Finest Cuts [C]**

Guild

8 **Counselor's Guild Hall [E]**

Healing

9 **Healer — Healer of Yew [C]**
10 **Deep Forest Healing [SE]**

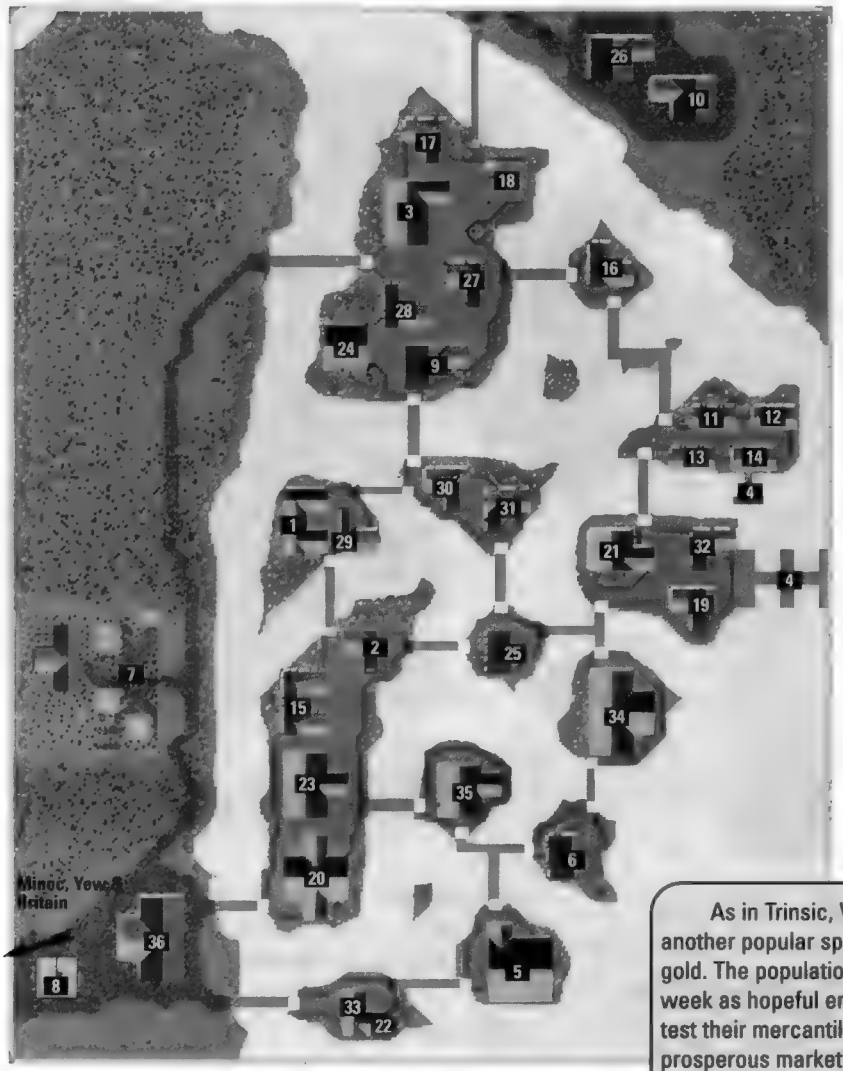
Shops

11 **Flour Mill — Yew Mill [N]**
12 **Winery — Ye Olde Winery [NE]**
13 **The Sturdy Bow (Bowyer) [C]**
14 **Bloody Thumb Woodworking [C]**

Unique

15 **Empath Abbey [NE]**

Vesper



As in Trinsic, Vesper appears to be another popular spot for making a bit of gold. The population grows even by the week as hopeful entrepreneurs come to test their mercantile hand in the city's prosperous marketplace.

Arms & Armour

1 Armourer — Warrior's Companion [W]
2 Blacksmith — The Iron Works [C]

Civic & Common

3 The Mint of Vesper [N]
4 Docks [E (x2)]
5 Vesper Museum [S]
6 Vesper Customs [SE]
7 Cemetery [W]
8 Guard Post [SW]

Entertainment

9 The Musicians' Hall [N]

Food & Provisions

10 The Adventurer's Supplies (Provisioner) [NE]
11 The Twisted Oven (Bakery) [E]
12 Groceries — Farmer's Market [E]
13 The Butcher's Knife (Butcher) [E]
14 Fish Shop — Fisherman's Wharf [E]
15 Supplies — The Adventurer's Friend / Tailor — The Spinning Wheel [C]
16 The Busy Bee (Beekeeper) [N]

Magic

17 The Bubbling Brew (Mage) [N]
18 Magical Light / The Circles of Magic (Magic Shop) [N]
19 The Magician's Friend (Magic Shop) [E]

Guilds

20 Counselor's Guild Hall [S]
21 Guild of Fishermen [E]
22 Society of Thieves [S]
23 The Champions of Light (Warriors' Guild) [C]
24 The Ore of Vesper (Mining Cooperative) [N]

Healing

25 The Healer of Vesper (Healer) [C]

Shops

26 The Spinning Wheel (Tailor) [NE]
27 The Colored Canvas (Painter) [N]
28 Shimmering Jewel (Jeweler) [N]
29 The Ranger Tool (Bowyer) [W]
30 The Gadgets Corner (Tinker) [C]
31 The Hammer and Nails (Carpenter) [C]
32 The Majestic Boat (Shipwright) [E]
33 Tanner [S]

Taverns/Inns & Traveler's Aid

34 Vesper Youth Hostel (Inn) [SE]
35 The Marsh Hall (Tavern) [C]
36 The Ironwood Inn [SW]

Wind

The location of the city of Wind is secret, but it is not difficult to find — once you have found the Forest of Samlethe. Wind is an underground city, and you will find the sole existing teleporter from the surface to the city inside a cave maze.

Be forewarned, however, that the city of Wind is a city of mages, and that the teleporter to Wind will only allow entry to those who meet two criteria established by the citizens of the town. Entry is granted to any who have a Magery skill equal or greater to 60 and who have cast every spell from every spell circle up to and including the Sixth Circle. The teleporter will deny entry to those who do not meet these requirements, informing them that they are not worthy to enter the city of Wind.

Civic & Common

1 **Bunkhouse [NE]**
2 **Dining Room [NE]**
3 **The Learned Mage (Library) [C]**
4 **Seat of Knowledge (Library) [C]**

Food & Provisions

5 **Mage's Things [W]**
6 **Mage's Appetite [NE] (Wind's communal kitchen contains three shops. You can purchase food from all three.)**

Healing

7 **Wind Healer [C]**

Magic

8 **Magical Supplies [C]**

Shops

9 **Wind Alchemy [NW]**
10 **Windy Clothes [NW]**
11 **The Alchemist of Wind [NE]**

Taverns, Inns & Traveler's Aid

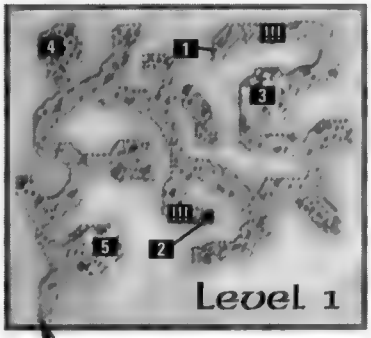
12 **Seeker's Inn [NW]**
13 **Windy Inn [C]**

Intracity Teleporters

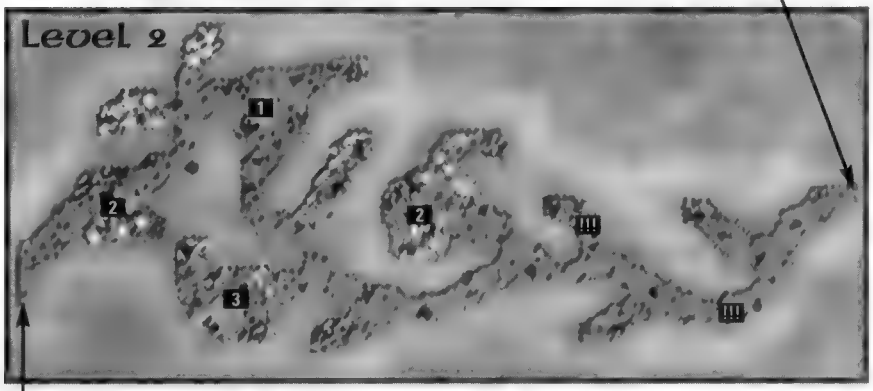
14A / 14B **Two-way teleporter circuit, to / from 14A [NW] and 14B [N]**
15 **Teleporter to surface [W]**
16 **Teleporter from surface [SW]**

Covetous Dungeon

Corpsers • Gazers • Harpies • Lesser Undead



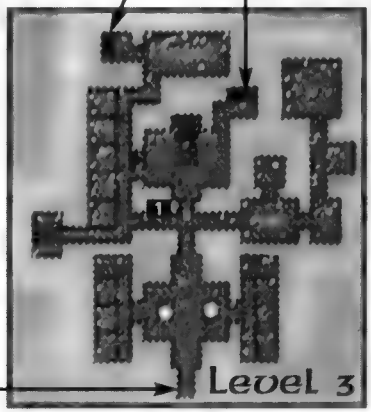
1 Entrance
2 Altar
3 Harpy Lair
4 Gazer
5 Corpser Lair
◊ Lots of Vermin



◊ All monsters may be found on this level.
1 Gazer Lair
2 Corpser Lair
3 Water Elemental
4 Harpies
◊ Lots of Vermin

1 Iron Maiden
◊ Ghouls
◊ Zombies
◊ Vermin

◊ Drakes & Dragons
◊ Vermin

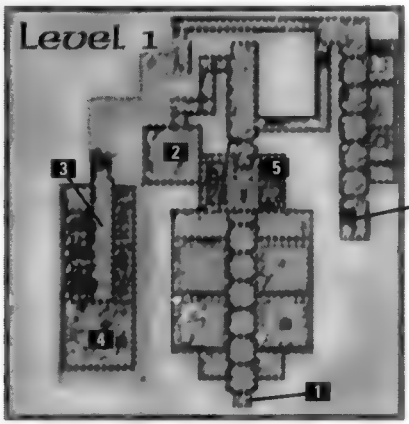


1 Painting
◊ Skeletons
◊ Vermin

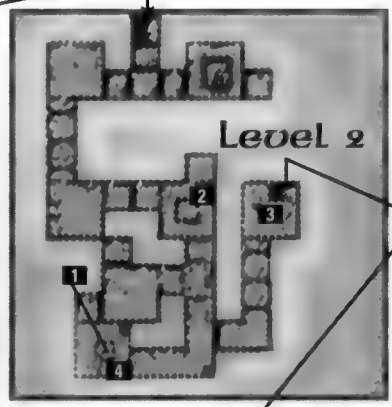
The painting is useful if you double-left click on it.

Deceit Dungeon

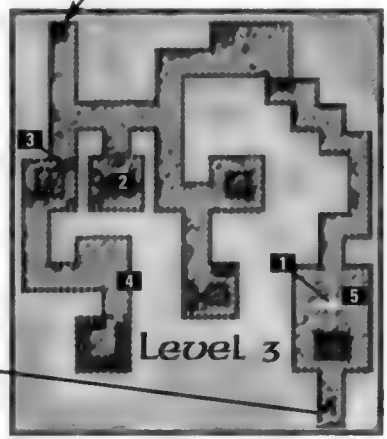
Home of the unquiet dead.



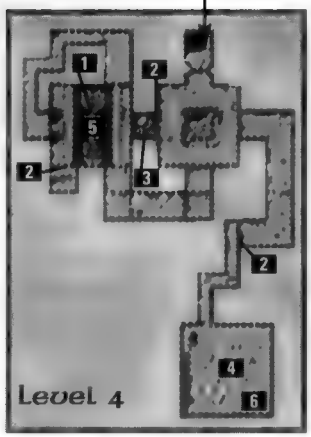
1 Entrance
2 Meeting Room
3 Cells
4 Torture Chamber
5 Water Elemental
◊ Zombies



1 Runes
2 Zombies
3 Skeleton Knights
4 Skeleton Magi
◊ Ghouls



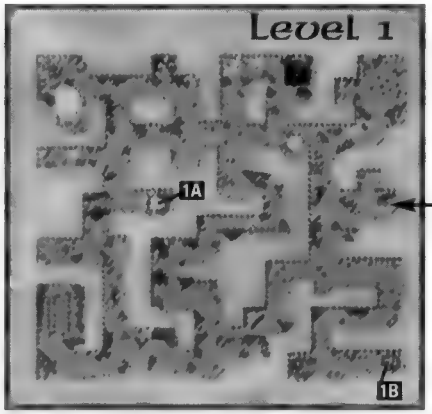
1 Magic Chamber
2 Mushroom Field
3 Secret Door
4 Ghouls
5 Liches
◊ Poison Elementals



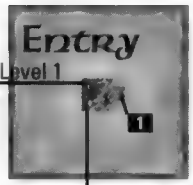
1 Lava Bridges
2 Secret Door
3 Pit / Teleport across
4 Burial Chamber / Crypt
5 Fire Elemental
6 Liche Lords
◊ Liches
◊ Elementals
◊ Ghouls

Despise Dungeon

Overrun with Dungeon Vermin on every level



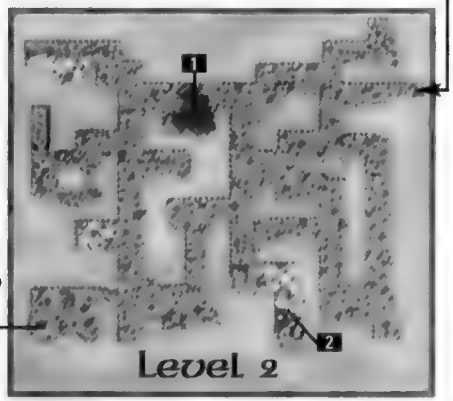
1A / 1B Two-way teleporter circuit



1 Entrance

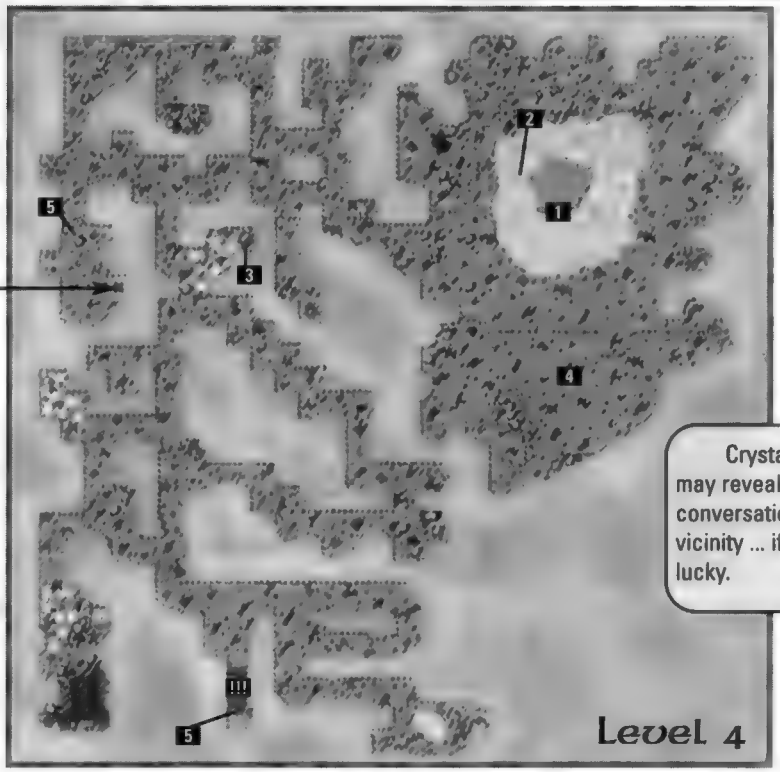
Stairs to Level 1

Stairs to Level 2



1 Swamp
2 Statue

Stairs to Level 3

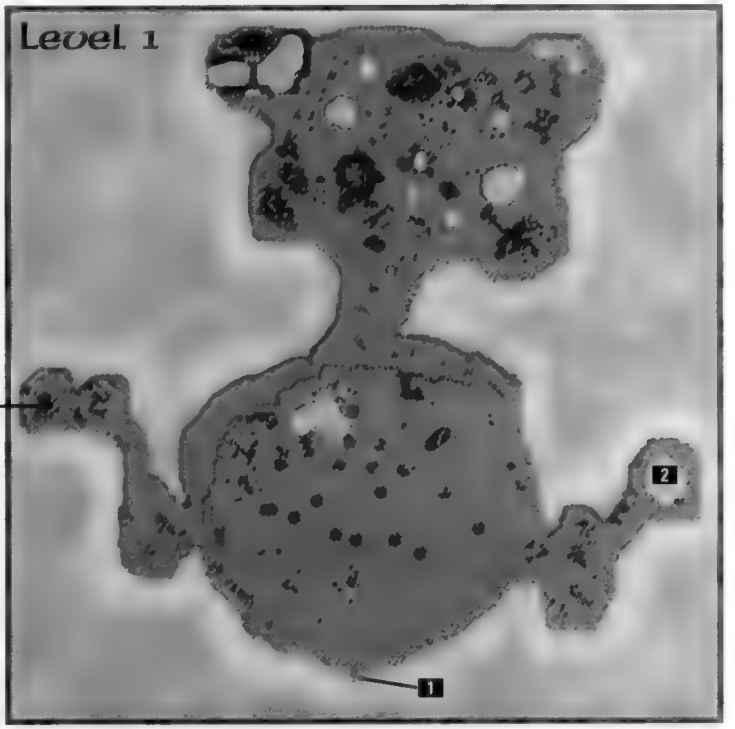


1 Evil Magi
2 Bridge
3 Statue
4 Guarded by Dragons
5 Crystal Ball

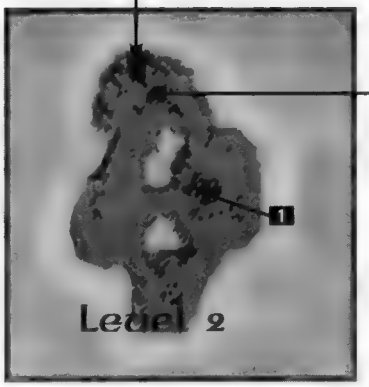
Crystal Balls may reveal recent conversations in the vicinity ... if you're lucky.

Destard Dungeon

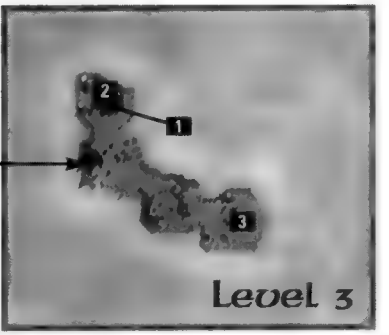
Home of the Ancient Wyrms ... dragons and drakes on every level



1 Entrance
2 Water Elementals
◊ A few Vermin



1 Magic Center

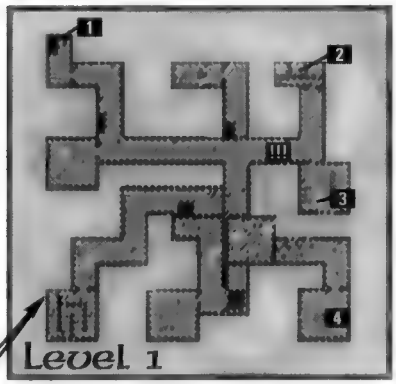


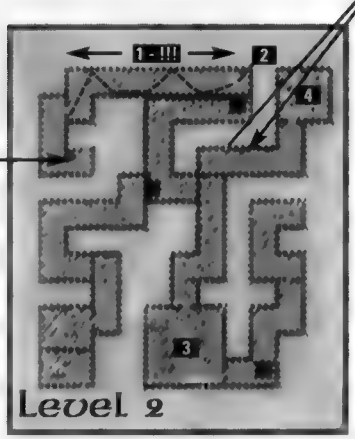
1 Lava pit
2 Fire Elementals
3 Ancient Wyrms

Hythloth Dungeon

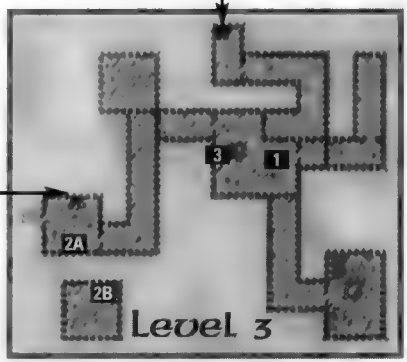
Home of brutish humanoids and their Daemon masters

1 Entrance
2 Cells
3 Mage Shop
4 Kitchen
◊ Orc & Orc Lords
◊ Orc Magi
◊ Hell Hounds
◊ Ettins
◊ Vermin

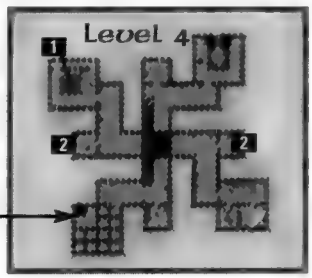




---- Safe Path
1 Teleport Trap Hallway
2 Pentagram Platform
3 Laboratory
4 Bunkhouse
◊ Orc & Orc Lords
◊ Orc Magi
◊ More Hell Hounds
◊ More Ettins
◊ Gargoyles
◊ Vermin

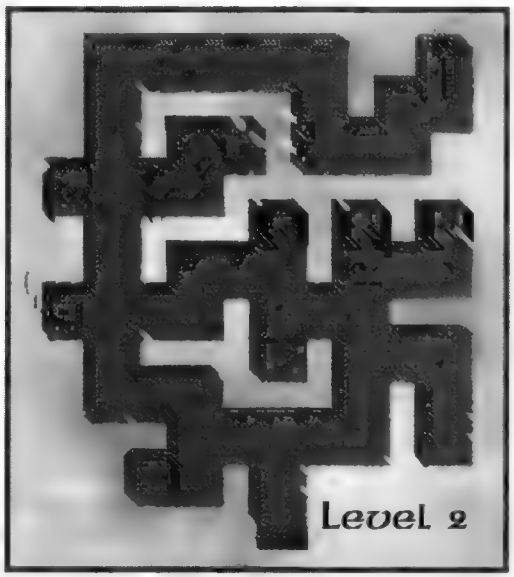


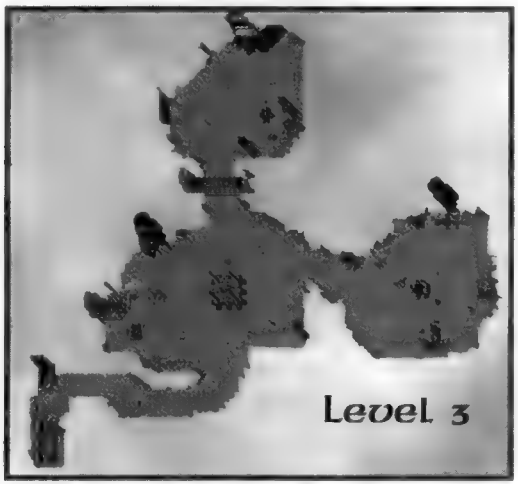
1 Daemon & Balron Lair
2A / 2B Two-way Teleporter
3 Summoning Chamber
◊ Orc & Orc Lords
◊ Orc Magi
◊ Hell Hounds
◊ Ettins
◊ Gargoyles
◊ Vermin



1 Gargoyle Lair
2 Torture Chamber
◊ Daemons
◊ Vermin

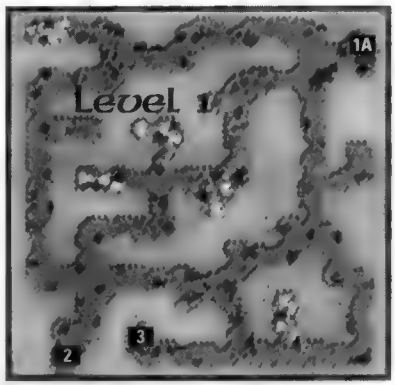
Orc Mines



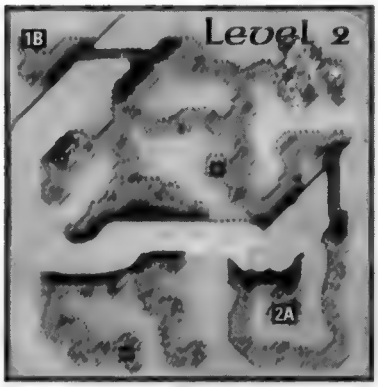


Shame Dungeon

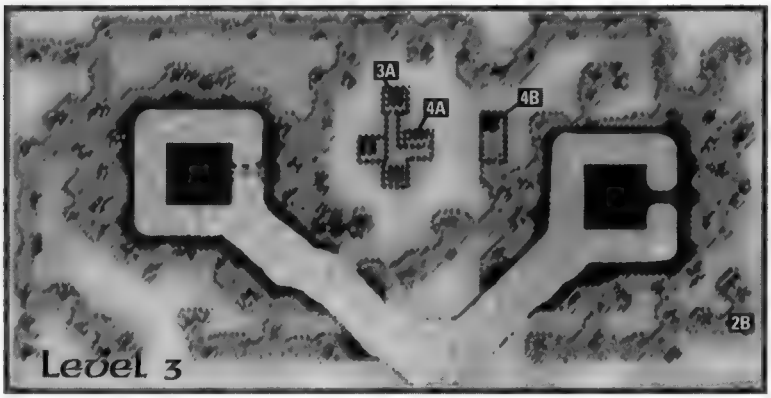
Spirits from the elemental planes inhabit Shame.



1A Two-way Teleporter to Level 2
2 Entrance
3 Graveyard
◊ Earth Elementals
◊ Vermin



1B Two-way Teleporter to Level 1
2A Two-way Teleporter to Level 3
◊ Earth Elementals
◊ Air Elementals
◊ Water Elementals
◊ Vermin

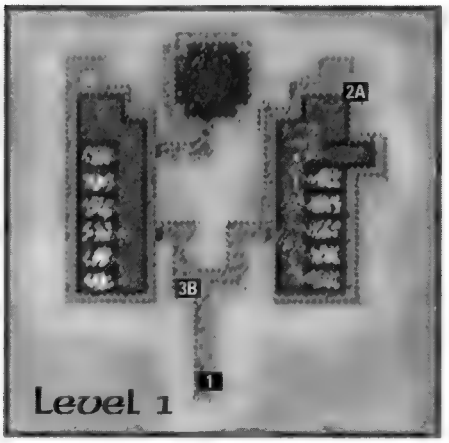


2B Two-way Teleporter to Level 2
3A Two-way Teleporter to Level 4
4A / 4B Two-way Teleporter to Island
◊ Earth Elementals
◊ Air Elementals
◊ Water Elementals
◊ Fire Elementals
◊ Poison Elementals
◊ Vermin

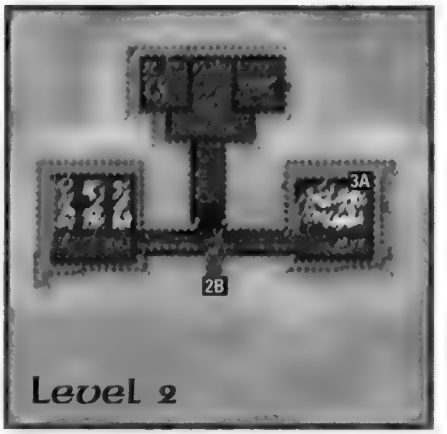
3B Two-way Teleporter to Level 3
◊ Earth Elementals
◊ Air Elementals
◊ Water Elementals
◊ Fire Elementals
◊ Poison Elementals
◊ Blood Elementals
◊ Vermin

Wrong Dungeon

Savage Trolls rule the decaying halls of Wrong.



1 **Entrance from Outside**
2A **One-Way Teleporter to Level 2**
3B **Teleporter Arrival Point from Level 2**
◊ **Lizard Men**
◊ **Rat men**
◊ **Trolls**
◊ **Vermin**



2B **Teleporter Arrival Point from Level 1**
3A **One-way Teleporter to Level 1**
◊ **Ogres**
◊ **Rat men**
◊ **Trolls**
◊ **Ettins**
◊ **Ogre Lords**
◊ **Vermin**

THE LOST LANDS

Settlements

1 **Delucia**
2 **Papua**

Dungeons

3 **Ice**
4 **Lava**
5 **Terathan Temple**
6 **Sewers**
7 **Cave**

PATHWAYS BETWEEN BRITANNIA AND THE LOST LANDS

A The island with two buildings north of Trinsic leads to the *City of the Dead*.

B A cave north of Minoc (across the bay) leads to a *cave on the far east side by the swamp*.

C A Yew prison cell goes to the *Lighthouse*.

D A Vesper crypt leads to an *unmarked grave in the South central area*.

E A cave to the north, above the desert, opens into the *Ice Dungeon*.

F A cave near Serpent's Hold leads to the *Lava Dungeon*.

G A mountain cave west of Trinsic (and a bit south) connects to the Lost Lands.

H A sewer entrance in Britain leads to a *cave in the eastern swamps*.

I A pentagram in Moonglow's Encyclopedia Magicka connects to the pentagram in *Papua's Tricks of the Trade*. Step on the Moonglow pentagram and say "recdu" to go to Papua. Step on the Papua pentagram and say "recsu" to go to Moonglow.

J A temple teleporter on an island west of Serpent's Hold transports you to the *midpoint of the southernmost border*.

K A Serpent Pillar in the ocean west of Jhelom (146° S, 63° W) transports a ship and its occupants to the *western sea*. To activate the pillar, sail close and say "doracron."
A Serpent Pillar in the *western sea* transports a ship back near the first pillar. To activate this pillar, sail close and say "sueacron."

L A Serpent Pillar in the ocean east of Trinsic (111° S, 117° E) transports a ship and its occupants to the *eastern sea*. To activate the pillar, sail close and say "doracron."
A Serpent Pillar in the *eastern sea* transports a ship back near the first pillar. To activate this pillar, sail close and say "sueacron."

BE IT KNOWN, that amongst those "Lost Land" portals now known, most open into great expanses of treacherous, monster-haunted caverns, holding great peril for the untrained and the unready.

THEREFORE, by the grace of Lord British, all who seek the bounty of these "Lost Lands" are advised to prepare themselves well for the perils which wait upon the other side.

HAVING BEEN thus warned, the government of His Grace, Lord British, advises the folk of the land that they can make no further warranty of their safety, should they choose to undertake the perilous crossing.

Delucia

Arms & Armour

1 **Zoot's Hammer [C]**

Civic & Common

2 **Ye Olde Eleventh Bank [C]**
3 **City Entrance [E, N, NW, S]**
4 **Fort [NE]**
5 **Stable [W]**

Food & Provisions

6 **The Supply Depot [C]**

Magic

7 **Mage [E]**

Shops

8 **Tailor [C]**

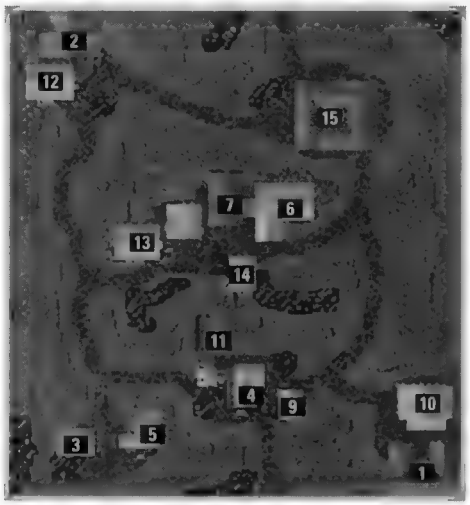
Healing

9 **Healer [W]**

Taverns/Inns & Traveler's Aid

10 **The Barely Inn [SE]**

Papua



Arms & Armour

1 **Revenge Shop [SE]**

Civic & Common

2 **Bank [NW]**
3 **Southside Stables [SW]**

Food & Provisions

4 **Adventure Outfitters [S]**
5 **Southside Butchery [SW]**
6 **Nature's Best Baked Goods [C]**

Magic

7 **Tricks of the Trade [C]**
8 **Reagent Shop [C]**

Shops

9 **Tailor [S]**
10 **Pier 39 Shipwright [SE]**
11 **Tinker's Paradise [S, W]**
12 **Jeweler — Strange Rocks [NW]**
13 **Carpentry House [W]**

Healing

14 **Healing Hand [C]**

Taverns/Inns & Traveler's Aid

15 **Just Inn [NE]**

Cave Dungeon

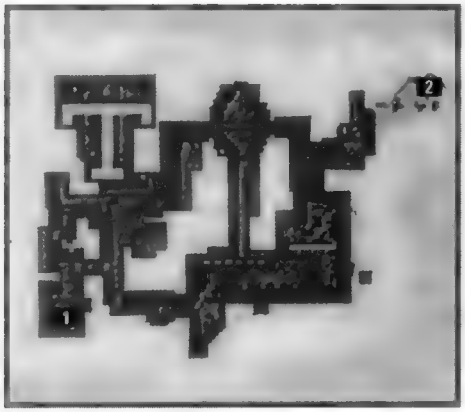
1 Pool of Lava
2 Lava Flow

* Poison Gas

Ice Dungeon

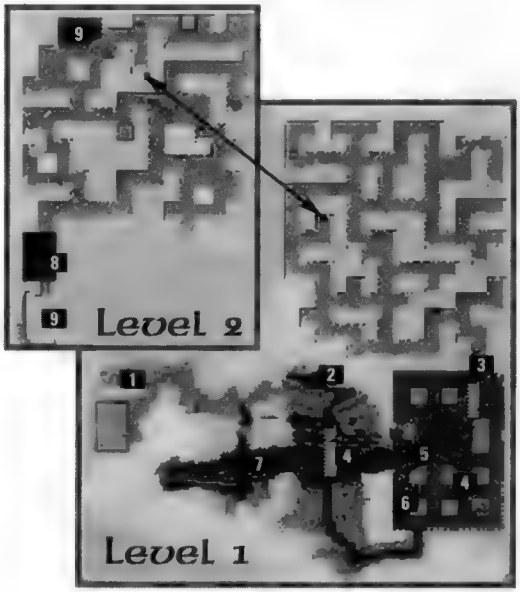
1 Entrance from Britannia
2 Exit to the Lost Lands
3 Pool of water
4 River
5 Orc Shrine
6 Treasure room
7 Summoning circle
8 Library
9 Daemons
10 Mages
◊ All ice and frost monsters inhabit this dungeon.

Sewers Dungeon



1 Entrance from Britain
2 Exit to Lost Lands

Lava Dungeon



1 Entrance from Britannia
2 Exit to the Lost Lands
3 Bridge
4 Ruins
5 River of lava
6 Graveyard
7 Tightrope
8 Building with Mages
9 Pool of lava
◊ All heat and lava monsters inhabit this dungeon.

Terathan Keep Dungeon

1 Bridge
2 Swamp pit
3 River
4 Lever
5 Tightrope
6 Slime pit
7 Ophidians
8 Terathans

ILSHENAR

Shrines

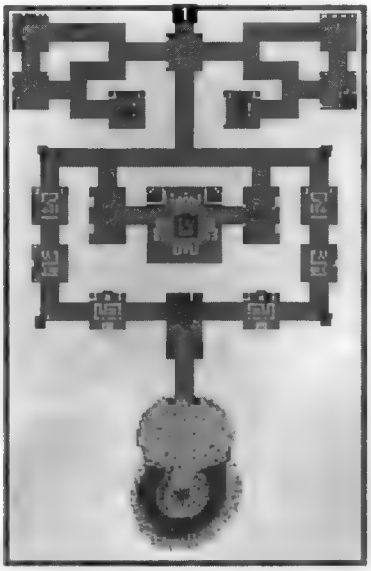
1 **Compassion**
2 **Honesty**
3 **Honor**
4 **Humility**
5 **Justice**
6 **Valor**
7 **Spirituality**
8 **Sacrifice**

Dungeons

10 **Blood Dungeon**
11 **Infested Mines**
12 **Kirin Reserve**
13 **Mountain Keep**
14 **Subterrain Complex**
15 **Temple of Knowledge**
16 **Underground Hideout**

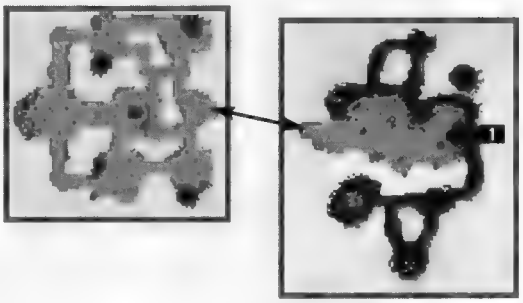
Blood Dungeon

1 Entrance



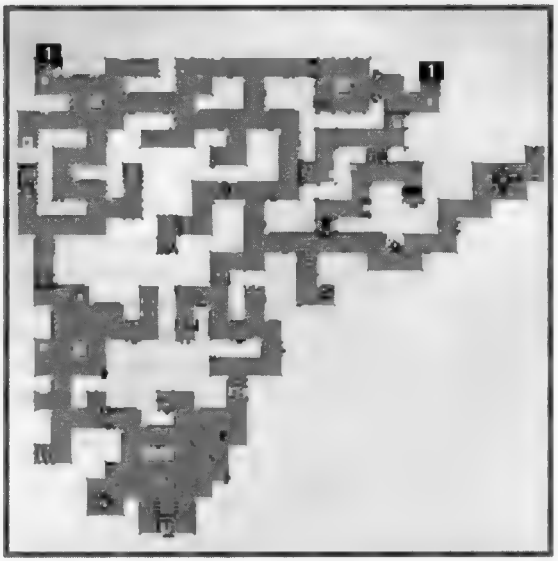
Infested Mines

1 Entrance



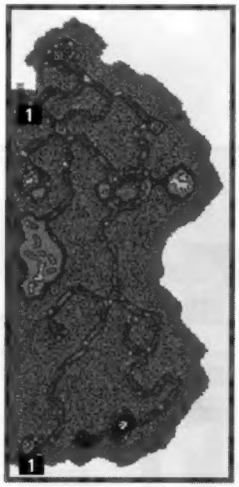
Dungeon Khaldun

1 Entrance



Kirin Reserve

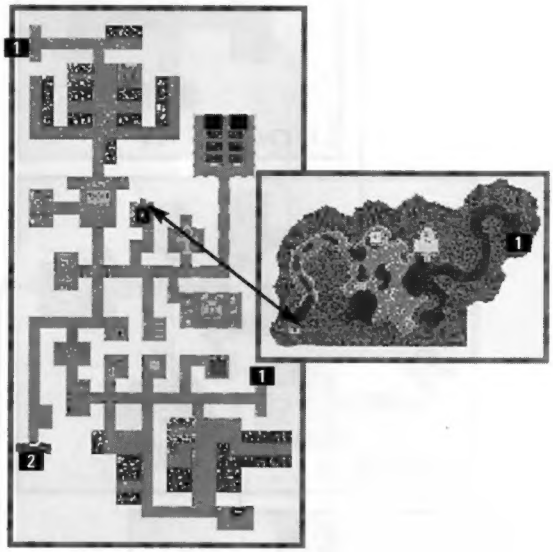
1 **Entrance**



Subterranian Complex

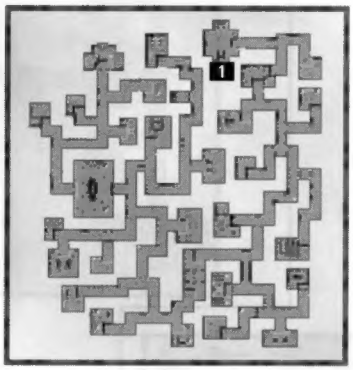
1 **Entrance**

2 **Exit to Kirin Reserve**



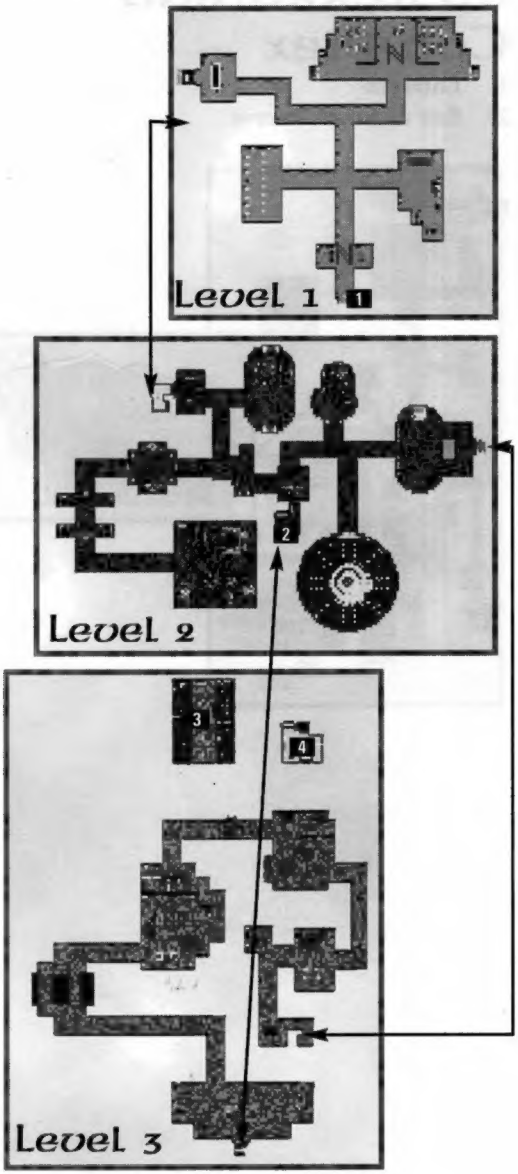
Mountain Keep

1 **Entrance**



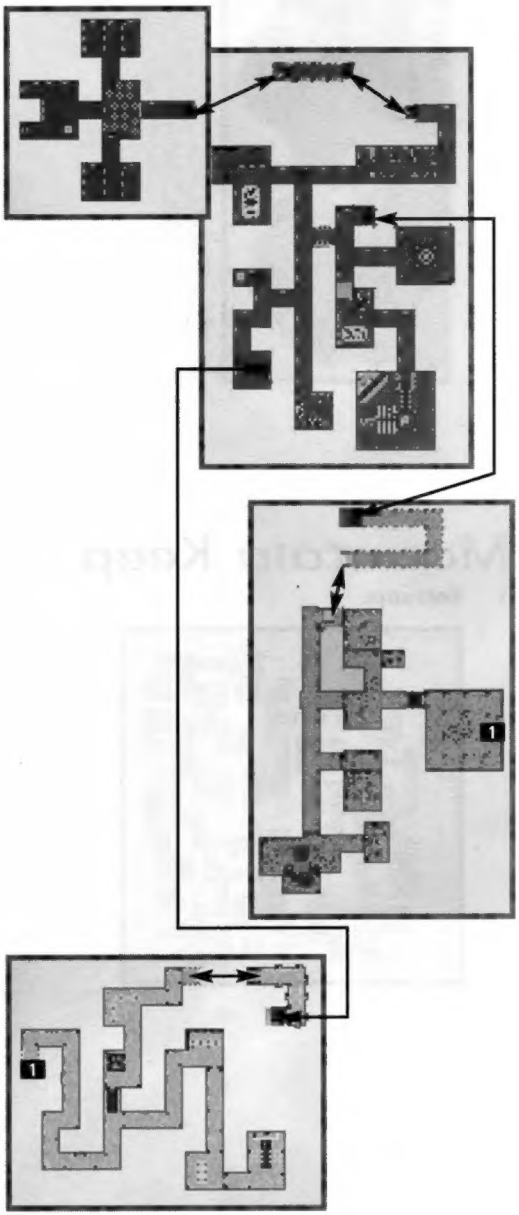
Temple of Knowledge

1 **Entrance**
2 **Stairs - Up to Temple, Down to Level 3**
3 **Prison Chambers**
4 **Stairs - Up to the Temple, Down to Level 2**



Underground Hideout

1 **Entrance**



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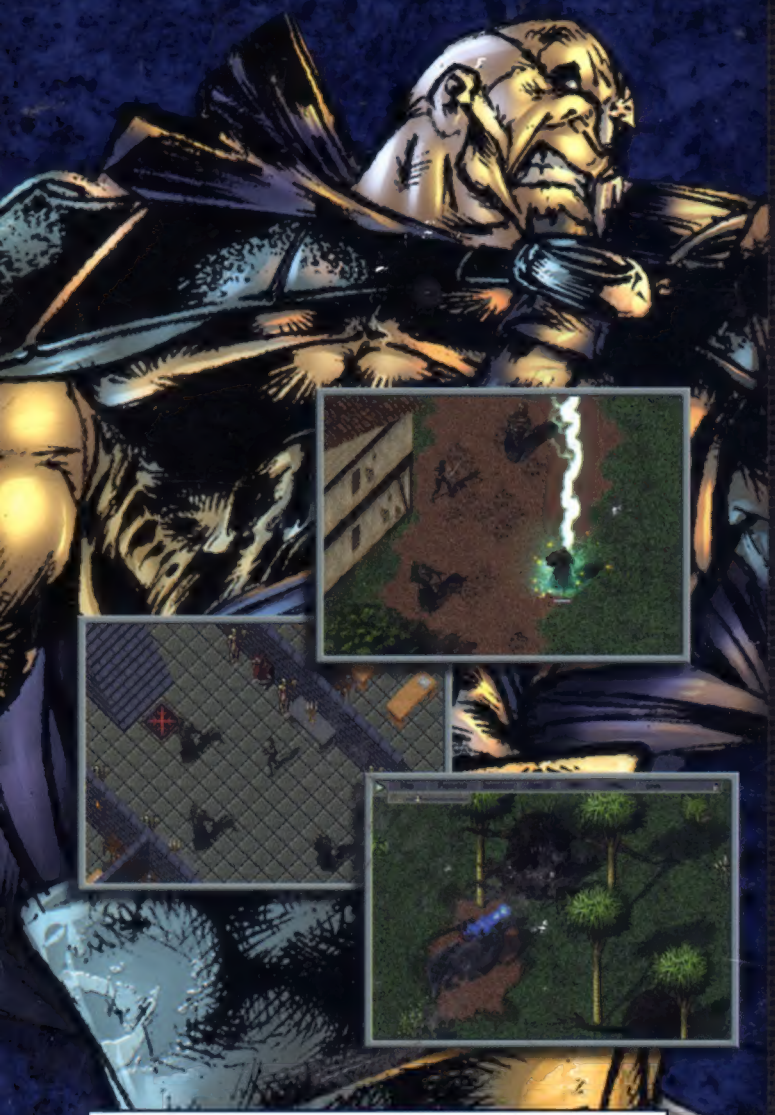

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